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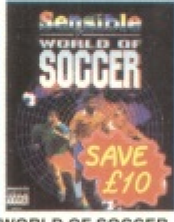
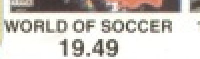
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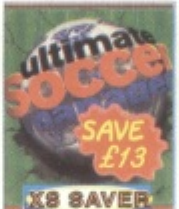
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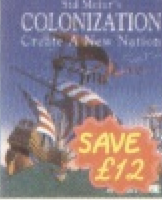


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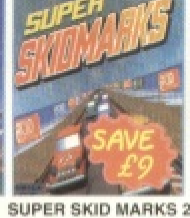

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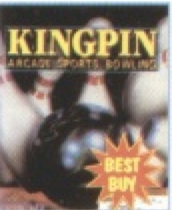
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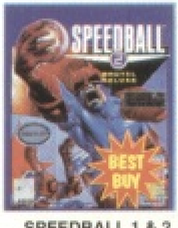
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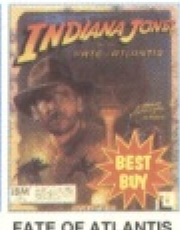
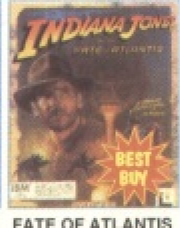

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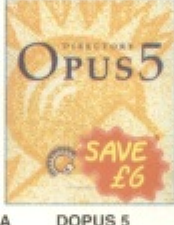

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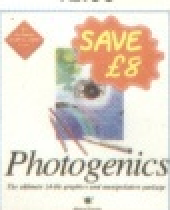


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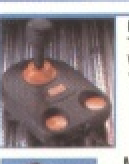
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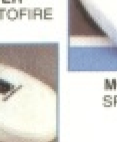
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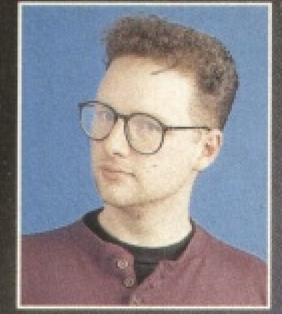
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CONTENTS



Arse. Arse, arse, and arse again. The Amiga market catches the slightest of light colds about a year ago and suddenly these sods decide it's time they closed down my arse. Or at the very least, suspend it in a jar of surgical spirit. And the worst of it, though — the most galling thing, is that this is probably the best issue ever! Or at least, since the last one. I mean, look at the great free book stuck to us this month — it's been a long time since *The One* had such a fine promotion. And turning arsewardly from thence, you find a great big fun-packed bundle of fun, ranking with the 'fun'-nest we've ever proffered. The great demo of *Super Street Fighter 2*, with £10 off spectacular! The magic demo of *Blitz Bombers*, which carries on where *Dynablaster* left off! The usual blinding month-full of loveliness, featuring 13 brand-new games for your delight! And, after all that, what do they say? "Sod off," that's what! The Amiga has shown that it can take the knocks, and yet continue to sire fulsome games over a year after it fell from grace. But, sadly, *The One* — eight years old, making it the Britain's venerablest and wisest Amiga games magazine — is handing over control to sister mag, *CU Amiga*. The next issue of that tome will, allegedly, incorporate many of the things that made *The One* great. And damned fine luck to them, too — because we're all off to pastures new, to start afresh. Still, all good things, as they say, must come to an end, and we should be grateful that they've decided to make an exception in our case. Aha-ha-ha! We all wish you well. It's been a blast.

Andy Nuttall,
editor-in-mourning.

GAMES FEATURED IN THIS ISSUE

COVER STORY P. 18



It's Barnes Wallis-tastic! Yes! Sing Boom-bang-a-bang as those barmy Blitz Bombers plant their explosive balls where you'd least expect. The coverdisk and cyber-WiP combination will blow your mind! Up.

AFFRONT BOTTOM

WiPS





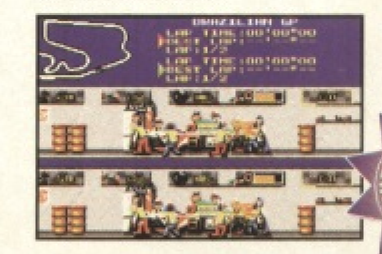
FOREPLAY

The One is proud as Pringle to present a complete sand-wedge course of hints, tips and tart observations on the crazy bonkers madcap world of Sensible Golf. And it's completely FREE! Baby.



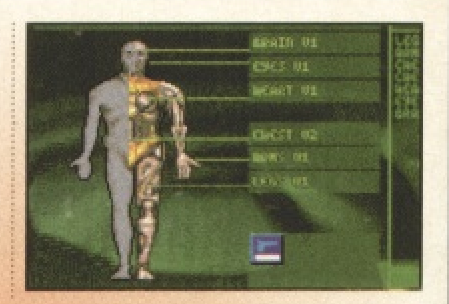
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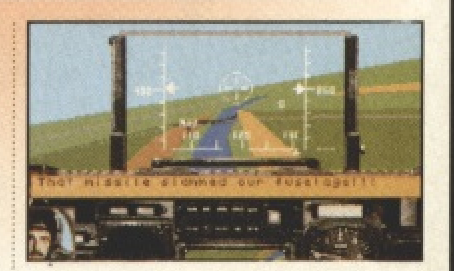


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REPLAYS!





TIPS



COMPETITIONS

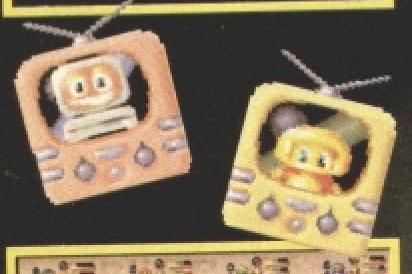


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BOOT SECTOR

LOADING YOUR DISKS

1. Trying to forget that this is the last time a disk with *The One*'s gorgeous logo will caress your lips, peel the little fella off the cover.
2. Gulping back the tears of sadness, power up your Amiga and select (for the last time, brave chums) the demo of your choice.
3. Sit back, enjoy these blinding demos, and remember me fondly. Bye.







BLITZ BOMBERS

A

Leading Edge



Bloody hell! This really is fantastic (and if you don't believe me, play the demo now!) If you've never played the likes of *Dynablaster* or *Super Bomberman* before, you won't appreciate the incredibly addictive fun to be had blowing up your mates.

Thankfully, in a government top secret-like way, we've managed to keep *Blitz Bombers* locked away from all the other mags and companies, and you can be sure that you're a privileged person indeed. Oh yes.

So anyway, while the other mags weep, and the publishers get on the phone, why not load the little fella up and have some explosive fun?

From the main menu there's not a whole lot you can do (well, we couldn't let you see everything) but you can view the game information for a brief summary and an icon description. The configuration will allow you to look at most of the options, but you'll see that most of the screens only have 'reject' controls, so you can't actually set anything. The only active option here is the player set-up, although this simply allows you to state how many human or CPU players you want (just highlight the player faces and press fire to toggle).

Once you've selected Start Game from the main menu, you'll be presented with four faces. Any players wishing to enter the next round should press fire. The count down can be speeded up by pulling down on the joystick (all human players must do this at the same time). And there you are.

It's a 'best of five' tournament, although should you be killed early on and not want to watch the CPU players fighting it out, you can hit Esc to call a drawn round. Once all five rounds have been played, a short message will tell you about all the groovy things you're not allowed to see until you buy the game, and then you can press fire to start all over again. It's a shame that this is the last we'll have to do with *Blitz Bombers*, as it really is a stonking game made by nice fellas! Still, at least you'll remember us for having always beaten the competition with the best coverdisks!



If any of our competitors are reading... Aha ha ha! Beat you again! (Er, right up until the point they killed the mag!) Yep, while the other mags desperately try to make crap games look good on their disks (accompanied by strategically overrated reviews) The One delivers again! Matt Broughton gloats and pats himself on the back. Before sodding off down the employment agency. Doh!



BLITZ BOMBERS
Leading Edge (AGA only)
WOOGLIES
Shareware (All 1Mb Amigas)



SUPER STREET FIGHTER 2
US Gold (All 1Mb Amigas

WHOOPS!!

Due to the large number of disks made, the odd one works about as well as the ideas for our next issue. If you're unlucky enough to get one of these, please except our humble apologies, but PLEASE DON'T SEND THEM TO US! Because we won't be here! Instead, send them to this address with a 28p SAE:

The One Coverdisk Returns,
Diskxpress,
Unit 7,
Willow Court,
Industrial Park,
Bourton-On-The-Water,
Gloucestershire GL54 2HQ.

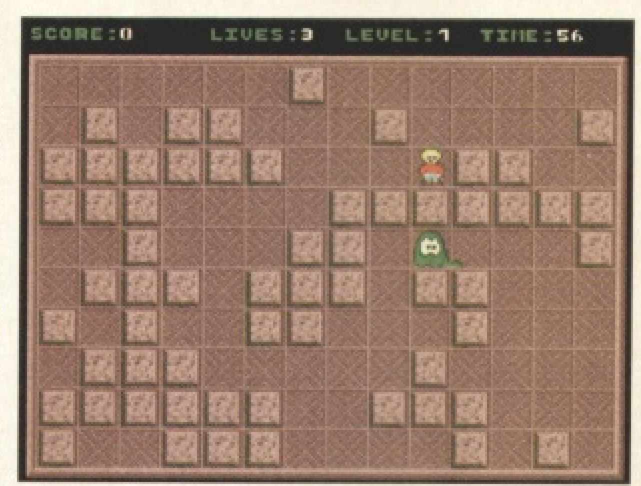
Once you've done this, grab yourself a nice thick book, and wait by the door. If you think your problems can be solved down the phone, call the helpline on (01451) 810788 between 10am and 5pm on weekdays. "Time with you is like an endless race, running from the hands before they sweep the face." Has anybody ever noticed these quotes?

The Small Print Bit.

1. While we here at *The One* make every effort to check the coverdisks for all known viruses, we can accept no responsibility for damage caused by viruses which may have escaped our attention.

2. *The One* and its retailers are not liable for any unnotified changes to the contents of the coverdisks which may occur.

3. Er... "so long, and thanks for all the fish."



WOOGLIES

Shareware



Walk/push blocks up
Not used
Walk/push blocks right
Walk/push blocks left
Walk/push blocks down



Here's fun! It may look like *Pengo*, but upon further inspection, it becomes apparent that what we're dealing with here is a rather interesting puzzle game — with a fair old bit of fun thrown in for good measure. The basic aim is a simple one, but once you start playing, you'll realise that all is not as it first seems.

You play the part of the little bloke at the base of the screen, and as soon as you start walking, the nasty Woogly will be a-comin' after you, intent upon the munching thereof. There's only one way to kill the Woogly, and that's to box it in until it can't move in any directions. This isn't as easy as it seems, because even though it might not be able to move straight towards you, it can pass through diagonal gaps.

To get around this problem, you are able to push blocks in rows as well as individually, and the best strategy is to keep a good number of blocks between you and the aforementioned booger, herding it around until you can box it in. Kill the little bugger, and you move on to the next level. Simple, huh?

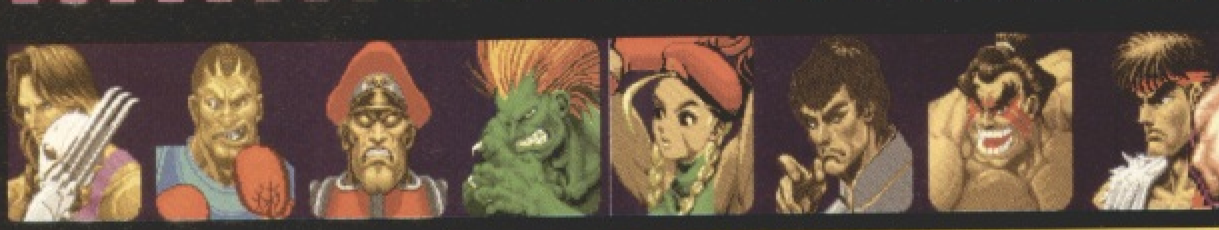
Of course, there's much more to it than I'm saying here, but needless to say, once you get two or three Wooglies on-screen, it all gets a bit hairy.

And that's your lot. This is, rather sadly, the very last paragraph I'll ever get to write for *The One* (as we write the front of the magazine last). So I'd like to say thankyou for buying us (once more), and I hope we'll meet again. Have fun!



SUPER STREET FIGHTER 2

US Gold





If there's anybody here who hasn't heard of *Street Fighter 2*, er... then you're quite obviously lying. Apart from being the best console game ever, apart from being an incredible arcade phenomenon, apart from being the game that spawned a thousand clones, apart from being one of the worst films ever, er... what was my point again? Oh yeah, it's a smart game, and the chances of you having travelled through life without seeing it are slimmer than someone who hasn't eaten for 25 years. And then gone on a diet.

So anyway, you play the part of one of the new characters in out demo, namely the groovy daddio, Dee Jay. Now Dee Jay is a bit tasty all round, with a rather vicious double-kick special at his disposal (and mine, now that I know what special move is!)

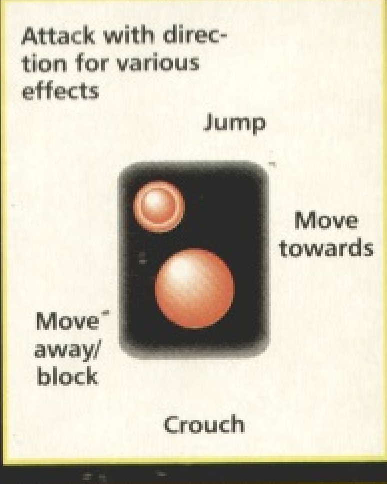
Of course, I'm not going to you what the special moves because that's all part of the (are you sure that it's not beca you don't know what they Matt, you charlatan? — Hazz So instead, I'll leave it for you discover yourselves.

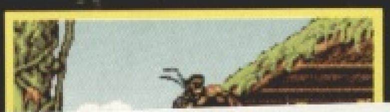
You're up against the rat nasty Blanka who, apart fr rolling up in a ball and launch himself at you, also dischar (oo-er) nasty electric pulses jus you land on the git.

Make sure you try out all of possible movement combinatio as each direction has a differ effect. Other than that, j get in there, and have so fun! Grrr.









IT'S A STICK-UP!

Due to circumstances beyond our control, we regret that the money-off Super Street Fighter 2 offer has had to be withdrawn. The bugger of it is that the decision was made after the magazine was printed. Hence this rather Heath Robinson sticker type affair in the corner of page eight of your Special Souvenir issue of The One. Clever readers may have noticed that Andy mentioned the offer in his editorial comment on the Contents page, and though this sort of slip-up could usually be put down to the Welsh wizard's own peculiar brand of incompetence, this time, sadly, the mistake is not his. It would be normally be unwise to set any store by anything Andy says, and in this case please feel free to ignore all the words he has used in connection with the Super Street Fighter 2 demo. And, indeed any others you might care to. Just think of this sticker as something great that you will be able to treasure for always. A last little gift from everyone at The One. Even if it is a bit arse.

SUPER STREET FIGHTER II™

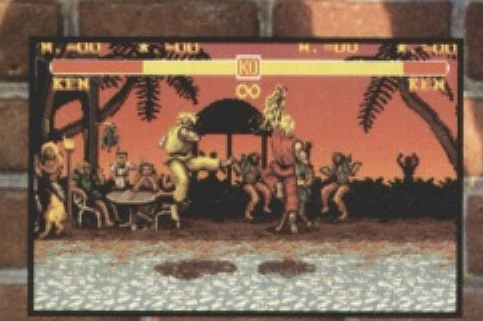
BIGGER BETTER HARDER

GET PUNCHIN' AND KICKIN' WITH THIS SMASHING FOLLOW-UP TO THE HUGELY SUCCESSFUL STREET FIGHTER II GAME.

Super Street Fighter II brings you yet more excitement: more characters, enhanced moves and fighting techniques, new battle locations and advanced battle action to a classic 'beat-em up' game with a massive following.

For two years they reigned supreme - twelve of the most gifted fighters from across the world. Now they must step aside to meet the new challengers: Cammy™, Dee Jay™, T.Hawk™ and Fei Long™.

WHO WILL SURVIVE? ONLY THE TRUE STREET FIGHTERS WILL FIND OUT.







CAPCOM®



A DIVISION OF CENTREGOLD PLC

NEWS

THANKYOU AND GOODNIGHT

Games quality officials at Britain's best but, paradoxically, least-popular Amiga magazine were reportedly stunned by a nasty house-brick wrapped in the news that *The One* is about to be sucked like a barbecued prawn into the slobbering techno-jaws of sister mag, *CU Amiga*.

Apparently the big-nobs at Emap Towers decided that *The One* was simply 'too great' to be allowed out on its own for more than about five minutes and that until uncertainties about the future of the Amiga games market were resolved, punters would be better served by one 'all singing all dancing' magazine. *CU Amiga* is rumoured to be changing its name to *The Black & White Minstrel Show*.

A spokesperson for shell-shocked *One* staffers described the situation as 'a comedy' and confirmed that their first reaction was to invite the boss round for dinner and, hilariously, up-end a bowl of trifle onto his pompous head/lap/wife/golf-clubs, thus scuppering any chance of staving off the inevitable.

Emap confirmed that big jobs had been found 'in the post-room' for the multi-talented *One* team to clean up, and that its commitment to the Amiga market continued to sparkle when you held it up to the light.



Here we find the crazy and/or bonkers team about 10 seconds before the fateful announcement. How quickly can the shock change them...





...into booze-sodden wrecks? Smile, they said. Look happy! After all we've only ripped out your living guts and crapped on them.

BOUNCING BOMBSHELL

Just as *The One* cunningly folds itself into a small suitcase and sets off for sunny oblivion, yet another new games company makes the break into Amigaland.

GameWave, formed from ex-Team 17 bods Andrew Oakley and Alan Carter, and Andrew's brother Michael, has come up with a stunning-looking tennis game which not only blows the pants off all the other Amiga tennis games, but gives similar console games a run for their money. And — get this — the boys haven't found a publisher yet!

"The game came about when we were working on some free-lance stuff and we thought it would be good to do a tennis game — a genre sadly lacking on the Amiga," Michael told *The One*. "The style of the graphics in the game came about when we decided the Amiga needed a SNES style of game. And because we knew it was possible, we just thought 'why not?'."



Previously, Michael has worked on graphics for *Alien Breed 3D*, while Andrew did "some work" for the Saturn (secrety-secrety, presumably). Alan has also worked for Team 17, having recently completed the coding for its forthcoming cricket game.

GameWave's ambition is to not only get the game published on the Amiga, but also convert it to many other platforms. So, if you're a publisher, and you like the look of *All Stars Tennis*, ring 01705 615329 today. Okay?





ESCOM TAKES RISC

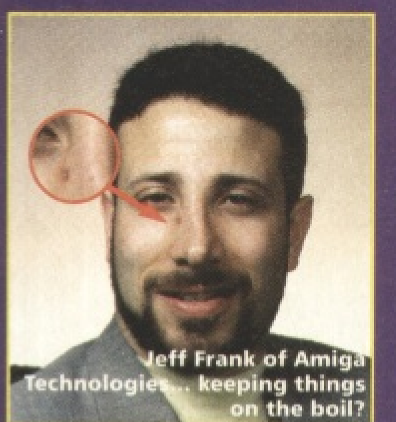
By somebody who wasn't in Frankfurt

Escom is great, though, isn't it. Scarcely a moth's wingbeat after the miracle purchase of Commodore, but that the jolly German computer Gog-Magog was holding an informative press conference to let us all in on its plans for Commodore. But then forgot to invite us, of course. A company spokesman even opened proceedings by apologising for not answering the anxious queries of loyal Amiga owners sooner, "because things were too early to comment." Now, we call that right neighbourly.



The shape of things to come? As if we care?

Even more welcome, mind you, was Escom's firm commitment to resume production of existing Amiga hardware and get stuff back on the shelves as soon as possible — though not by September, as has been carelessly reported elsewhere. Production of the A4000 should start in September, with A1200s and CD32s about a month later. The plan is to have enough machines in the shops to meet Christmas demand. Rumours of stocks of unsold Amigas gathering dust in UK warehouses have proven to be so much hot banana-oil.



Jeff Frank of Amiga Technologies... keeping things on the boil?

To sort everything out, Escom has created a new subsidiary, Amiga Technologies, which will be responsible for all things Amigery. The new Commodore Pentium PC will not be a part of this set up.

Most incredible of all, however, is the news that Escom plans to develop a new Amiga, and is already talking about porting Amiga architecture into a RISC platform, whatever that means. Only joking. You see, Escom is an admirer of the Amiga chips' unmatched multi-tasking capabilities, and reckons that the so-called 'Reduced Instruction Set Computing' is the way for the Amiga to go. It is already talking about 3D graphics, texture mapping, object-oriented design and that sort of malarkey. *The One* says 'Crikey!'

Escom says that strategically it is "looking into creating 'Encapsulated Amiga Environments', or Emulators for IBM and Apple environments." *The One* says 'what is it on about?'

After all that waffle, what really matters is whether games companies can be convinced that Escom is going to deliver the goods sooner rather than later. After all, you can have all the A1200s in the world, but they're not much use without any games to play on them, are they? Or, indeed, magazines to review them? As the software industry is too big to talk to all of it, we selected a softy at random using our patented First Bloke We Happened To Speak To™ technique.

'Simon Harris, Producer for Mindscape,' we said, 'Will this news allow Mindscape to sleep easier in its bed?'

"In some ways, yes," he replied. "But it hasn't developed enough yet, and we're still unsure of how much commitment Escom will put behind the Amiga platform. It's promising a lot, and we hope that will continue; but Mindscape has always supported the CD32 so we're hoping that Escom will put its full weight behind the Amiga name, and carry on what is a great tradition." Well said.



Und now ze new Amiga vill be zis big! Nein, richtig!

MAGAZINE FILE

Our special review of the Trade Press

CTW

The Entertainment *Computer Trade Weekly* is an anorexic, HUMOURLESS, run-of-the-mill, free trade rag with an uncertified circulation. This tawdry selection of chip-wrappings represents the triumph of the games industry in pushing its self-congratulatory propaganda onto retailers. 'News' stories, which bear all the hallmarks of hastily subbed press releases, comprise the bulk of the coverage, while investigative reporting is extended to 'critical appraisals' of computer games magazines by a 'journalist' whose opinions are sometimes bilious and often irrelevant. Interest and authority is salvaged by contributors drawn from inside the industry and who are, therefore, entitled to voice an opinion.



THE BUY OF THE SEASON...

CTW

THE ENTERTAINMENT COMPUTER TRADE WEEKLY — Monday June 12th 1995

Prices fall on top-end conso

e looming Sega d Sony launches us ZCL's sudden ash, has sent street ices tumbling for isting 'next genera- n' games systems.

Panasonic's 3DO, Atari's uar and the Sega 32X e all felt price pressure r the past week. Even K's niche market Neo o CD is set to come down rice and, ahead of official -out, import stocks of the urn and PlayStation are ng reduced to clear.

he ZCL-owned Calculus in (originally 18 stores, four have closed in the t week) is selling off the uar at just £99, compared n official RRP of £149. It is also selling the 32X Mega Drive add-on at £99.

Fears of further Calculus moves, meanwhile, have played a part in Virgin Our Price's decision to knock £50 off the price of the Panasonic 3DO machine in selected stores. The official RRP is £399, although some Virgin and Calculus stores were already selling it at £368.

"We've done it to stimulate the market and increase the 3DO installed base. We remain committed to 3DO, and sales have actually trebled since the price cut — but we've also done it in anticipation of other 32-bit formats being available this year," commented Virgin Our Price console product manager Joe McNicholas to CTW.

For its part, ZCL says it has no intention of disrupting the market, or savaging its own margins, by clearing stocks too cheaply. But it will 'maximise' its business where appropriate.

"We're not interested in a fire sale, but we will react to market conditions," ZCL boss Don Carter told CTW. "The only product that we're carrying excess stock on is the Jaguar. We're offering it to dealers at £85 on account or less for cash."

Panasonic may actually welcome a retail-inspired cut on its machine to increase volumes. Atari, meanwhile, should be getting used to cuts on the Jaguar — stock was sold off cheaply earlier in the year when Rumbelows closed.





Major retailers have moved Panasonic's 3DO down to £349 and the Jaguar

With official stock of the Saturn due next month, and the Sony PlayStation now only three months away, import stock is being run down. Future Zone was selling Saturns for as little as £399 last week. The Neo

Half-term provides sales blip

The industry has seen a useful pre-summer sales boost, with total software sales up by some 34 per cent last week.

volume. And by value it increased by some 37 per cent to claim 58 per cent of the total market.

Virgin Our Price's console product manager Joe McNicholas was very happy

term week.

"The rise was due to a combination of factors," he told CTW. "Obviously the fact that it was half term meant that sales were up. But there was also the

Ren plac

A new game could by the — thu

THEINY'S WONDERS				
0301	D. Seaman	GOL	Arsenal	+18
0313	S. Bould	DEF	Arsenal	+4
1113	R. Cravero	DEF	Lazio	-17
0712	H. Berg	DEF	Blackburn	-1
1414	G. Pallister	DEF	Manchester Utd	18
1328	M. Morodi	MDF	Mamelodi	16
2228	J. Dozzell	MDF	Tottenham	36
0427	Christavo	MDF	Atletico Mineiro	28
2128	D. Platt	MDF	Sampdoria	44
0431	S. Araujo	ATK	Atletico Mineiro	69
TOTAL POINTS				293

TEAM PLAYER

We printed a pic of the Fancy League winner, Marc Thein, on page 75 of this issue; but we cunningly forgot to put a list of his team in. To redress that particular balance, here it is. Well done, Marc. We had planned to do a big feature on you next month, mate, but we're off on an 'extended holiday.' So bugger that, eh?



OBITUARY

So that's it, then. Just time for some of those golden moments. Or something...

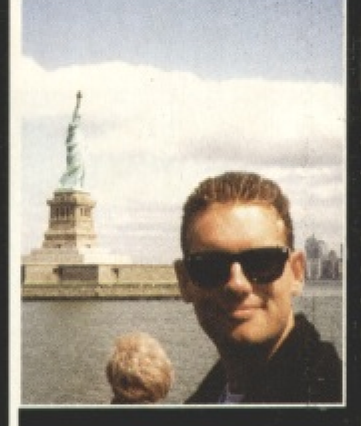


So what does it mean, this *'The One'* thing? Today, it means the oldest, best, funniest, most innovativest Amiga games magazine in the world. Tomorrow, nothing. Well, a small section in the one they call *'CU Amiga'*, but compared to this shining, glittering, jazzy mag, the future will seem but a pale imitation. The last year with m'colleagues Hazza, Mazza, Jozza and... er, Pezza has shown what a bunch of arses who like working together can do when they put their minds to it. (Ruin a magazine? — Haz.).

Even in the Amiga business, which sustains two other Amiga games mags (both of which have higher ABCs, much to my constant chagrin), *The One* has consistently had the best coverdisks, the finest exclusives, the most respected reviews, and the most outrageous features (remember the Combustion Pantometer?). Ask anybody in the industry, and they'll tell you that this is the one that they read. But after today, no more.

So *The One* in *CU*, eh? I hope they bloody well look after it, that's all. Arse.

Andy Nuttall,
editor.

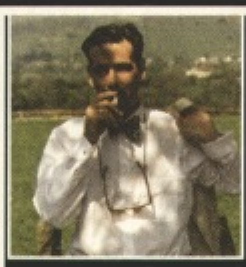


Irony though, it's great. For instance... a couple of days ago I got a letter from a reader called David Kelly who, having noticed that I was the longest-serving member of the team, wrote to wish me a happy 2nd anniversary on *The One*. Just one day later, our publisher took us all downstairs to tell us that they were closing *The One* (in three days!). That publisher's name was... David Kelly! Spooky, huh?

Anyway, what an arse thing to happen. The worst, though, is with me only having 'Boot Sector' and *Wheelspin* left to write when they told us, it's not as though we even had the chance to do a decent 'last issue' for you. Still, we've had some fun, though, eh? 'The Eliza Files' and 'Next Month' will, I think, always strike me as some of the best stuff we did, but I'd like to thank all the readers for staying tuned to our station, not to mention helping me out with the great tips and 'Surgery'.

I was going to finish with 'And, er... that's it.' but I think it's better that we raise out glasses and toast *The One* — a job well done. Farewell, my friends.

Matt Broughton,
deputy editor.



The One, though, it's great isn't it? Well, apparently no, it isn't. So I suppose that the last 18 months have been a bit of a waste of time then have they? Quite possibly, yes, I'm afraid they have. Or have they? My suspicions were first aroused by the fact that I was enjoying myself at work — for this, my children, is most assuredly not allowed, and I should have known better. The cold spectre of death was first conjured by the liquidation of Commodore, and then sweet tragedy, I awoke one morning to discover that I actually liked games! *Dawn Patrol*, *Sensi Soccer*, *Zonked*!, *PGA*, *Colonization*... as the list began to grow, so it dawned that something this lovely couldn't possibly last. And as the final page flitted down the ether to SM's oozesome cavern, I remembered what Tyrell said: 'Revel in your time... The flame that burns half as long burns twice as brightly; and you have burned so very brightly...' But let's face it, Tyrell was a goggle-eyed arse (how very familiar).

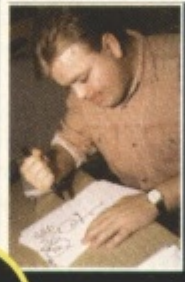
I prefer to think of my time at *The One* with Si, Matt, Jo (and oh alright, Andy too) as passing like a jewelléd dragonfly through the several encasements of a teneral love. Nymph, imago, dragonfly, sodding fishfood.

Harry Attrill,
features editor.



All things must pass, but don't feel bad about it because, as the old saying goes, it's better to burn out than fade away. Anyway, never forget that we threw away the rule-book, broke the mould, and created a whole new generation of games magazines. And we can also be proud that we gave all of those old jokes a new home for a while. All the best.

Ciarán Brennan,
ex-deputy editor, ex-editor, ex-freelance contributor, ex-penses.



When I was a punter, *The One* was my absolute favourite games magazine, and it was the first magazine that I worked on as a fully-fledged editor. For those reasons — and many, many more besides — it will always hold a special place in my heart. See you, old girl — I'll miss you.

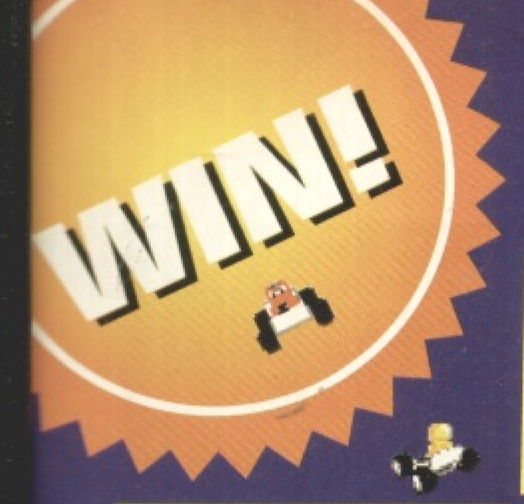
Dave Upchurch
ex-editor



This is perhaps the hardest 50 words I have ever had to write for *The One*. In the good old days with my mates Matt, Andy, Harry, Jo, Jenny and, of course, Big Dave, deadlines were never insurmountable — even when you had 30 pages of copy to write in 12 seconds, it always came easily. We'd chuck in the word 'pants' here, and 'git' there, slag someone off, and generally laugh at each other's crap jokes. *The One* was never a 'proper' magazine — we could never be serious journalists and edit the *Financial Times*. But *The One* did break the mould regularly. And the world will be a much more serious place without it.

Simon Byron,
ex-editor.





FAME!

SEE YOUR NAME IN LIGHTS!

Design a level for Blitz Bombers and win a copy with your name in it! Courtesy of The One and Leading Edge.

Let's be honest, we'd all love to see our names up in lights, wouldn't we. I'm rather fortunate, as I — MATT BROUGHTON — get to see my name in a magazine every month, and as such, over the years, have managed to develop an enormous ego. Quite often I even get my (that's MATT BROUGHTON!) photo in there as well, and you can't say fairer than that.

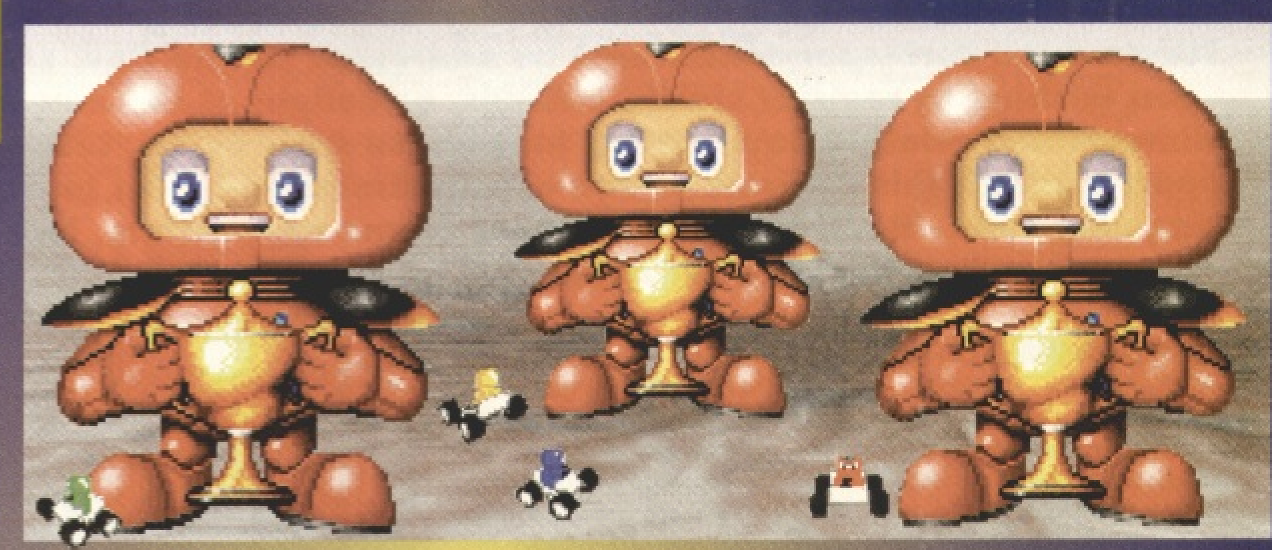
But what if you're name's JOHNNY NOBODY, or STEVIE READER, or BRIAN NO-MATES? When is anybody gonna' know who the hell you are? Well, thanks to our special chums at Leading Edge, you have the opportunity to get your name into the forthcoming, nay brilliant, *Blitz Bombers*.

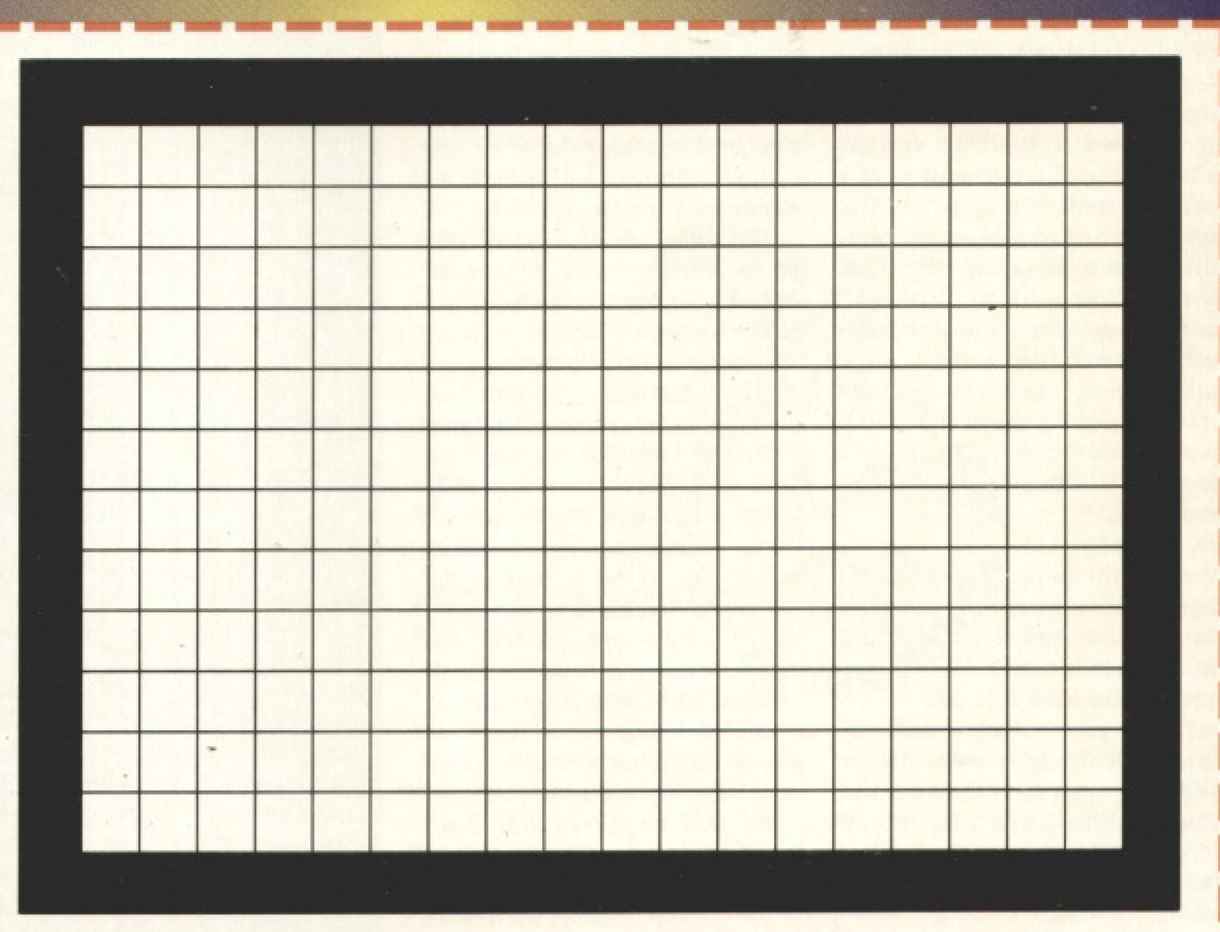
It's quite simple, really. All you have to do is design a level for the game, give it a good title, and send it in. And that's it!

The best five will be included in the game, along with the name of whoever designed it. All five winners will also receive their own copy to keep and show their Grans at Christmas. Just make sure that you get your entries in before the 28th of July, with all usual competition rules applying.

So, take the grid provided below, cut it out or photocopy it, and then, using the symbols shown in the key, fill it up until it looks the way you want. There are only a few rules as to how you design your level, namely that you can't have a block of empty space larger than two by two, and you must leave all four corners empty.

Other than that, you can position the walls, blocks, gaps, and tubes wherever you want. Good luck!



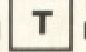
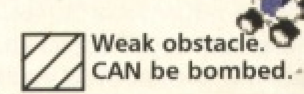


NAME: ______________________

ADDRESS: ______________________

______________________ **POSTCODE:** ______________________

KEY:

Solid Wall. CAN'T be bombed	 T Tunnels. Er... they're great.	Empty Space. As it implies.	 Weak obstacle. CAN be bombed.

FAME!

Letters

I'm afraid that in line with our new policy of not existing as a separate entity, henceforward, all correspondence must be addressed to The One, c/o CU Amiga. Those of you wishing to register shock, outrage, or delight at the magazine's temporary Tri-dimensional relative downsizing, may abuse Alan Dykes. Liberally. Readers needing support through this difficult period of adjustment may like to call our Helpline something very rude. 'Bastard' is a word that seems appropriate, but which for reasons of delicacy, we haven't used before in The One. We suggest you try it.

UPSIDE-DOWN CACK

G'day *The One*,

So have you made your decision about coming to Australia yet? If you don't come, I'm gonna cry.

Anyway, what I'm really writing to you about is that I have finally decided to upgrade my trusty old A500 to one of those new-fangled 1200 thingies. The trouble is that with the current situation at the moment I can't acquire one. So please find enclosed one thousand five hundred Australian dollars. With this I would appreciate it if you would purchase an Amiga 1200 with 40 meg hard drive and ship it over to me. Oh and by the way, you can keep the change.

Secondly, I was thinking about subscribing to the best Amiga magazine around, then I decided to subscribe to you. I was just wondering what, besides price, is the difference between Zone 1 and Zone 2 airmail, and what would I need to subscribe from here; Australia, the land with the Ashes, (tee hee).

Er... that's it!

Ben 'Wild Boy' Riley
Maddington, Western Australia.

PS. Does Andy Nuttall have eyebrows, or did somebody white them out of his photo?

ENGLAND 25! AUSTRALIA 22... OF THE MONTH

Hello Sad boy. Regular readers will have noticed that Rilers writes to us nearly every month with a joke, a question, or, dammit, just to sort of say 'Hi'. In fact he gave us the 'SUSEJ' gag last month, but because we are unscrupulous plagiarists we just nicked his 'funny' and chucked the letter away, knowing that by the time our Ben saw the issue and noticed the theft, it would be two or three months after the event! And no-one would remember, or care! Aha-ha-ha!

But then along comes this pathetic letter with cute pretend bank-notes from a lonely little fella thousands of miles away, who loves his Amiga and obviously fancies us something rotten. Oh, readers, awake ye not the slippy-slidy Guilt Worm lest he tremble and tweak in the turmoil of thy torrid tumkin.

So Ben, yes we will be coming to Australia. In fact we will probably be round your house with the barbecue implements and a tonne of prawns by the time you read this reply. Jo has even drawn you an A1200 with her crayons!

Sadly, there isn't time to to answer your questions properly before we dash off to Heathrow, but have you tried going to your post office and asking about Airmail Zones? And who cares now, anyway? Andy plucks his eyebrows in homage to Siân the Welsh weather siren, with whom he is infatuated.

ES KOMMT

Dear The One,

Hurrah, yippee and, might I venture, huzzah. At last a new owner has arrived for the Amiga in the shape of Escom, (even if they are Bratwurst-chomping Germans). Lets just hope they treat the Amiga with the respect it deserves and put it back to the top. I have heard talk of cut price A600s and A1200s. Is this true, and if so what retail prices have been pencilled in for them? Also, does the fact that Escom is a PC manufacturer mean that a half-decent Amiga-based PC is on the cards, or will they stick with the over-priced A4000?

On a different note, please can you start putting the prices of the games in PD Zone, as it would save a lot of hassle when deciding which of the games to send off for. Oh, and why bother putting a release date on the reviews when it is always wrong? Why not put the truth, like, Pizza Tycoon is supposed to be out now, but probably won't be until at least a month after you've read this!"

Anyway, keep up the good work, fellow Net-surfers.

Keith Illingworth

PS. Q: What is the difference between Ants and Björks new single, Army of Me? A: Nothing, they're both completely ARSE!!!

Yes it is absolutely super news about Escom isn't it, Illy? Sadly we have already answered all your questions in our fab on-the-spot news report from a Frankfurter on page 10. As for Pizza Tycoon, *well things look pretty bleak there I'm afraid, unless of course, you own a PC. I think it is very unfair of you to compare Björk to the quite brilliant* Ants. *I won't hear a word said against the gorgeous superstars at Kellion, either, They know what makes a game great, and I love them.* Ants. Leading Lap. Tactical Manager 2. *We are talking 'class', mate.*

BEU BLIGHTER

Dear *The One*,

What the 'p'uck is the big deal with *Shadow Fighter*? As far as I can tell, it's crap. I mean I've played it pretty extensively on my mate's Amiga and I have come to the conclusion, and I shall repeat myself, it's crap. Anyway, I can imagine the scene: three or four Amiga magazines – you know the kind, funny, silly, brilliant (in the case of one), crap at games. Anyway, they try to get in with the trendy "in-crowd" at the pub by playing *Mortal Kombat 2*. But, alas, they're not very good at it, so many of the bigger, more talenteder boys laugh in their faces and stand on their shoes.

So, naturally, the losers get on their scooters and decide to form

their own renegade band of other BEU followers. They choose *Shadow Fighter* as some of the other mags have said that it's similar to *Street Fighter 2* (probably 'cos they're both crap). They play it to death until they're the absolute world's best, and then try making other disciples to the way of Shoddy Fighter. But of course everybody listens because the world is so gullible, gits. *Shadow Fighter*, bollox more like.

John Goss

P.S. I'm a schizophrenic, so back to my "Nice" side, your mag is the best and, going back a bit now, I especially liked the little bit at 'Replays!' In the Feb issue, very clever to refer back to the May '94 issue. I like it. And what about your tips? For Christmas I got *MK2* and ABTA so you can imagine happiness. Anyway, gotta stop writing, I've got A-Levels coming up! Laters.

Very clever, Gossamer thighs. Well aped, style-wise. We all thought that the Shadow/Shoddy juxtaposition was quite breathtaking. Have you ever wondered, O' swimmer against the purple tide of opinion, that the reason everybody else likes Shadow Fighter *and you don't is that you are the complete arse who once won our* Last Action Hero *competition? I am not schizophrenic, either. So I am not going to say anything nice about you.*

FENS POLISH

Dear *The One*,

Having read your preview of *Behind The Iron Gate* (June Issue) I realised that I'd already played it. But the game I'd played was called *Za Zelazna Brama*. Is this just a foreign version released before the UK game, or am I dreaming? All we need to do is keep talking (see, there are other Floyd fans about)

Nick Keymer
Wisbech

PS The Whinger Mark Walford might like to know that when I played as Barnet in Division 3 of *SWOS*, Lee Nogan got 258 goals for me. So there! Please print this letter or else I'll come round to your offices with 50 Salon Selectives so you can cover that ginger sod Andy up.

Look, Keymer Rouge, I know that the fen country is a desperate place to have to grow up, but what the hell are you on! Una Paloma Blanca doesn't sound in the least bit Polish! Are you accusing Black Legend of releasing an already released game under a different title? And how did you know that I admire TV super chef Keith Floyd? Have you been in my house?

Finally, Pol, mate. Make your insults coherent, fella. You'll find them much more effective if you do. Why would we wish to try and stop you colouring Andy's unseasonable hair? Two out of 10, must try harder.

BLUE SPANISH ARSE

Dear *Whone*,

I am Carlos. I have Hamiga. Good games, they plees, yes. One day I go to see game. He say not enough cheeps. But I have 1Meg. I want one or morro cheep RAM for my 500 hungry cheeldren. Plees, you help me, yes? I pay good mohney. I have gold. Hey, Blondy! Blondeeeeeee!

Wonk Carlos El Burro Pantzos
Northampton

Limon. Helados. Simplomo. Ees no expensivo! Asko CU Amiga-os. They espanner heads, we play games Meester Fawlty.

DYFED DUFFER

Dear *The One*,

This is not a complaint, merely an observation. My friends have regularly bought your magazine, but now refuse to do so.

I've watched them go into the newsagents, leaf through a periodical, and leave it. Simply because the previous month's computer disk failed to load.

The trend among young people seems to be that never mind how brilliant the format, if the monthly disk proves unreliable, the publication is abandoned. A warning perhaps of things to come?

I Phillips
Dyfed

Do yourself a favour, Ivor the Ingénu, and get some new friends. Those you describe seem like arses to me. A faulty coverdisk is a paltry thing, but it is impossible when you are making thousands of copies to guarantee that all of them will be perfect. It's the nature of the medium, I'm afraid, which is why we run a coverdisk return service. Clever, eh? Using one faulty disk as an excuse for not buying this magazine is imbecilic and frankly, arse. I can think of hundreds of betterer reasons. Andy Nuttall, for one.

RUGGER McGOUGH

Dear *The One*,

Is *Rugby World Cup 95* coming out on the Amiga? If so when, and will it run on an A600?

And now for a short piece of poetry in a desperate attempt to win one one of your fabulous software prizes.

Every month I buy *The One*, I've
done it now for two years,
it's a most inspirational piece of
literature, I've found
And by my calculations it had better be, I fear,
Because on *The One* I have spent
almost 100 pound.

For being such a faithful servant
I feel a software prize is surely in
store
But deciding on what I would like,
I can't
And so I'll take any game, even if
it's on your floor..

Nigel Irwin
Co. Tyrone

No mate, that's the Whitbread Prize, or something. We don't give prizes for poetry, just tips. Great poem, by the way, but then I notice that you hail from a land where talent falls like like rain from the sky and Artistic Temperament lies in great gobbets on every street corner. Rugby World Cup *is out already mate. Audiogenic somehow managed to release the game before they sent us a copy to review, and this despite several phone calls to ask where the bloody hell the game was. I wonder why software companies do that? Are they afeared of little us?*

PUTTY IN YOUR HANDS?

Dear *The One*,

You have got to help me! I think I am about to go mad! I am referring to the fabulous *Putty Squad* coverdisk that came with the September 1994 issue of *The One*. I have been trying to get hold of the full game since then and have had no luck whatsoever. I yearn to complete new levels of this incredible game and must have it now or I will surely die. Probably.

Please, please print this letter as no one else seems to know what I am talking about.

Dan Gardner
Bexleyheath

Well, Dano, we rang System 3 and it said that Ocean was handling the distribution of the game and could we please go away. Further relentless probing on your behalf revealed that '3' had been told by Ocean that Putty Squad should be available at the end of this month. 'Oh look, Percy, a giant humming bird has just eaten your hat and coat.'

DREAMNOB

Dear *The One*,

After playing *SWOS* for a bit and finding it a bit easy and sad, I nipped down to the local Virgin and found myself a copy of *Dreamweb*. Horrified by the pricing I went next door to Game and saw that it was true!

Dreamweb A500 + free Dreamweb CD — £22.99

Dreamweb A1200 — £34.99!

Free CD!! So, for 12 quid all I get is better graphics and a few little extras? Oh, and no CD. This kind of ARSE pricing will not be tolerated, and companies wonder why A1200 versions don't sell.

Secondly, with the rumours about the new A1(M) (the next breed of Amigas) going round it's hard to tell what's true or not. I've heard of gigabyte hard drives, 512Megs of 64bit RAM, twin CD drives and other unbelievable things. What is the machine going to be like? And if I can only afford a second-hand A1200 with 85Meg hard drive and my old A500+, how in the hell will I afford the new machine?

And as a last note, why do so many companies rip the (snip. — Haz.) out of the Amiga? Take *Alien Breed 3D* — it's so slow and jerky compared to *Doom* or *Terminator Rampage*. I know the Amiga can do better, just looking at some of the latest demos and *Death Mask* proves this.

Paul Qureshi
Portsmouth

Hmmm... any relation to Joseph Quashie? Your names are hauntingly similar. A vowel here, a consonant there, the cunning insertion of an 'r'. Coincidence, or the work of Satan? And to top it all, you exhibit the same painful dislocation from the gristly socket of reality as Quashers. CONSPIRACY!

Brushing your valid point about pricing policy aside, because it bears the hallmarks of sapient thought, I swoop with relish on your second and last points and their mewling insanity. Ladies and gentlemen, Paul Qureshi has swallowed the A1(M) whole! He thinks Death Mask *is a good game! The penalty is excommunication. Hold on though, it appears, subject to status, that this is the last reply to a letter ever. Git, arse, pants. I think that about sums everything up nicely.*

The One Gets Stuf

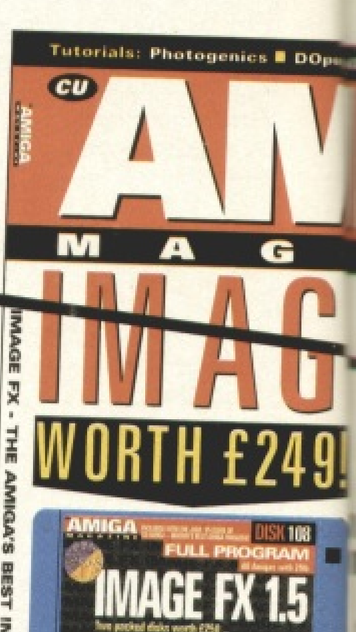
From August you will find your favourite

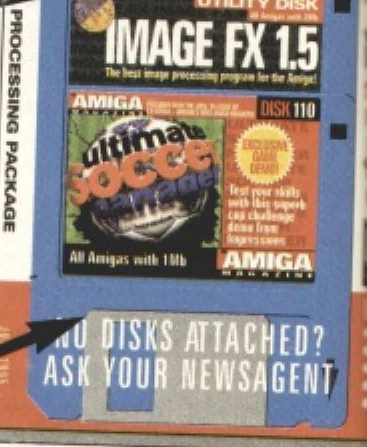


Amazing babes on the cover!

Brilliant technical disks

Top game demos





IT'S NOT ALL OVER!

From now on CU Amiga Magazine, until recently purveyors of long-winded columns of copy and blatantly unfunny captions, will receive a dose of The One every month, with members of the team continuing to give you their opinions on the best and the worst software available ... in their own unique manner.

IT'S NOT WHAT YOU THINK

Best known for supplying really useful and incredibly expensive utility software to its readers free of charge, like the exclusive cover disks Directory Opus and Image FX 1.5, CU Amiga Magazine has also been known to rake in exclusive games cover disks and reviews from time to time (every issue in fact); Ultimate Soccer Manager (now No.1 in the charts), Baldies, Football Glory, Flight Of The Amazon Queen (4 months before anyone else) and the latest issue's Arcade Snooker being cases in point

CU Amiga Magazine. Get it.

The first issue incorporating The One will be on sale 15th July.

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…te …agazine in a slightly different wrapping ...



The best Amiga news available - before anyone else!

Check this out. An EXCLUSIVE full game.



AND YES, IT'S USEFUL TOO!

Go on, you might as well admit it: There are some of you who love fiddling with RAM and inserting dongles into your Amiga. There's no need to be ashamed ... life's not all about games. If importing pics of scantily clad Pam Anderson lookalikes into DPaint, or scanning and morphing your little brother into the family dog appeals to you, or if you desperately want more information on the Amiga in the Internet, then CU Amiga Magazine will provide you with all you need to know.

BUT THAT'S NOT ALL!

Well actually it is. If you find yourself starved of games demos, news, previews and reviews then you know where to find The One: In CU Amiga Magazine. Boldly go where only Matt Broughton has dared to go before as he explores new software and continues his one-man quest to insult Escom in pigeon German. All this and more in The One, in CU Amiga Magazine.



now incorporating


A BÉRM?

Ladies and gentlemen, you are about to witness the future. For many years now we've brought you our excellent Work in Progress reports, but never before has journalism and technology been fused so synergetically. The spoken word, the written word, and the cyber-word have joined together in perfect harmony, resulting in this, our first ever CYBER-WIP!

Yes! You may have heard of the internet, but were you aware that — just as CB (Citizen Band radio) was briefly popular in the mid-eighties — there exists a cyber-limbo known as the IRC, where sad, time-wasting gits sit chatting in a 'real-time environment' (give or take a couple of seconds lag) to other saddos from all over the world.

It's not uncommon to find yourself talking simultaneously to people in England, Texas, Thailand, and (dare I say it) even Wales. Yes, frightening, eh? So anyway, here we find ourselves aboard the good channel #leading, along with all the groovy fellas from Leading Edge, ready to experience the latest in interviewing techniques. But first, a quick guide...

When a name appears in pointy brackets it means that is the person talking. So, '<NigelH> Hello' means that NigelH has just said "Hello". If it appears as '<NigelH> Matt: Hi matey' this means NigelH is directing the "Hi matey" to Matt specifically. Anything preceded by a star is a general message that has been broadcast to all, so *Andy Nuttall is a git*, means just that! (Oh, and I'm in italics by the way!)

Right, that's that out of the way. Let's cyber-rock!

PROJECT: Blitz Bomber
PUBLISHER: TBA (Call Matt!)
DEVELOPER: Leading Edge
INITIATED: A while ago
RELEASE: TBA

LOG-ON...

***Matt (cixip@jerry.compulink.co.uk) has joined channel #leading*
**** Topic for #leading: Leading Edge Welcomes* Matt Broughton From The One.

<SteveI> Hi Matt
<SteveG> Hello
<SteveI> Pants...
<NigelH> Right Matt, take it away!

Okay, first of all, could I ask you all to introduce yourselves, saying who you are, what you do within the programming of Blitz Bombers, *and what you do IRL [In Real Life, cyber-abbrev.fans!]*

<SteveM> Right, my name's Steve Matty. I'm co-programmer of *Blitz Bombers*, and I'm a student doing Computer Science at Portsmouth Uni.

<SteveI> I'm Steven Innell – the musician. I'm doing a Comp. Sci. degree at Queen Mary and Westfield, London.

<SteveG> Right, I'm Steve Green. I'm the map coordinator for *Blitz Bombers* and I'm doing a Software Engineering course at Portsmouth Uni.

<NigelH> I'm Nigel Hughes, Project Manager for *BB*. I have written some bits of code for it as well (sub game) and drawn the odd bits of graphics. I'm studying for my PhD at Aberystwyth Uni in AI and Mobile Robotics.

<MikeR> I'm doing the graphics for *BB* and when I'm not doing that I'm a research assistant here in Aberystwyth.



This looks attractive doesn't it. Apart from the Gameboy icon in the middle of the screen, you can expect tons of damn attractive screens such as this throughout *Blitz Bomber*. Harry hates these tube levels as, apart from the odd flash of colour as you walk under one of the holes, you're best part of blind while travelling through them. My favourite trick is to lure the old sod down a tube and then plop a bomb in his pants. Excellent! (Aha-ha-ha! — Haz).

<SteveMc> I'm Stephen McNamara, co-programmer of *BB*, doing a degree course at Pompey Uni.

Gosh! Cyber-hands across the country! So how did you all come to be working together?

<SteveI> Long story, really. I met up with SteveM and Mc through an email list server for *Blitz Basic*.

<SteveG> I've known Steve Matty since college when we started our first group, Reflections Software.

> "What r u wearing?" Throb. A cyber-pervert.

<SteveM> It all started way back in Christmas 1993. I'd just begun my first year at Uni and met Steve Mc in my tutor group. At that time, Steve Mc had an Atari ST, and I was talking to him about how I wanted to do a *Dynablaster* game (only better). I knocked up a quick demo, showed him, and within a month he went out and bought himself an A1200. We then saw *Amiga Format* (Boo – Everyone) with their *Blitz Basic* competition and thought 'hey, wouldn't it be cool to enter the game for this'. We got busy programming, and finished the entry by the end of February.

And how did it do, may I ask?

<SteveI> Erm, we lost.
<SteveI> A 'Circus' clone won, and it was awful. You remember the game *Circus* on the old Atari 2600?
<SteveMc> Pah! *Clowns...* What a crap game.

So Nigel, how did you come to be leading this motley crew?

<NigelH> Well, Mike and I were working on another game, *Cascade*, and we used to chat to the 'Steves'. They needed a GFX artist, and we needed a musician, so we joined up and I kind of floated to the top. I enjoy this side of it, although I would like to get back to some coding soon.

Why did you pick a Bomberman *clone?*

<SteveM> Well, I love *Dynablaster*,

Blitz Bombers

We've got a bit of a hot cake on our hands, don't you know. Rather splendidly, some fans of The One also happen to be a rather clever bunch of chaps who've written a blinding game — and no-one else has even seen it yet! Matt Broughton gloats and performs the first ever Cyber-WiP!

but it lacked that 'something' and I was sure that I could do a better version. When I met Steve Mc, things really started to rock 'n' roll.

<SteveI> There aren't really any decent *Dynablaster* games on the Amiga either.

<SteveG> You can't buy *Bomberman* games for the Amiga anymore.

Aren't you worried about copyright from the Nintendo game, Super Bomberman*?*

<NigelH> Well, we have contacted Nintendo, and they say OK, but the Gameboy bonus had to go. [See caption].

<SteveG> I think the game is too different from *Bomberman* for then to worry about it.

So anyway, how many levels are there likely to be in Blitz Bomber*, and what sorts of terrain?*

<NigelH> 80 levels within eight scenarios. Forest, Ice World, Water World, Microchip World, Toy World, Pumpkin World, Classic World, and a dungeon/castle.

<SteveG> With update map disks to follow.

And apart from things like the tubes, what will the different terrains present the player with?

<NigelH> Different baddies in the one player game, and different HIDDEN ROOMS. The baddies' artificial intelligence is going to be fairly simple. The monsters' looks are still being worked on by Mike, and we like to match the character personalities with the artwork.

How hard was it getting the AI right for the other opponents?

<NigelH> I think Steve M and Mc would be best placed to answer that. Has the hair grown back yet chaps?

<SteveG> Let's just say Steve Matty's coffee machine no longer works.

<SteveM> It took me about three weeks to get it mostly done. I had tried before for about three months, then gave it a break for about 3-4 months. It's been fine-tuning and stuff since then.

<NigelH> We will be having different levels of baddy intelligence.

How many opponents can you have on-screen at any one time?

<NigelH> Eight. Well, eight players all together and in any combination, but you need a link-up for eight human players.

<SteveM> A split-screen link-up mode is planned as well as hi-res mode.

So how will the controls work for the four-player game?

<SteveM> Up to four joysticks via a four-player adaptor.

<NigelH> I've just given the Steves my keyboard code, so we should be able to have keys, joystick, and four-player adaptor in any combination they want. The trick is going to be avoiding ghost keys with lots of player on the A500 keyboard.

<SteveM> But player four can use the keyboard if he really wants.

Is the adaptor something that comes with the game, or will you need to buy one yourself?

<SteveM> It depends upon the publisher. If one isn't included, we'll give printed instructions on how to build one.

<NigelH> We could do an 'Acid' and just print a wiring diagram, but that's, well; arse.

<SteveG> The adaptor is the same one that *Dynablaster* used.

Have you heard from anymore publishers?

<NigelH> We've not pushed since Arcane. To be quite honest all of us felt very depressed after that, but we wanted to get more features in before we started looking again.

<SteveM> The *AP* piece was less than brilliant.

<NigelH> Yeah but that was Arcane's fault.

Er, anyway, let's move away from the bitching (though I do enjoy it!) Where did the ideas for the icons come from?

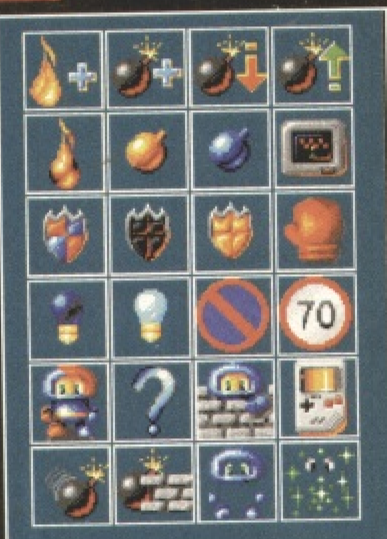
<SteveM> We sat down (SteveG, SteveMc and



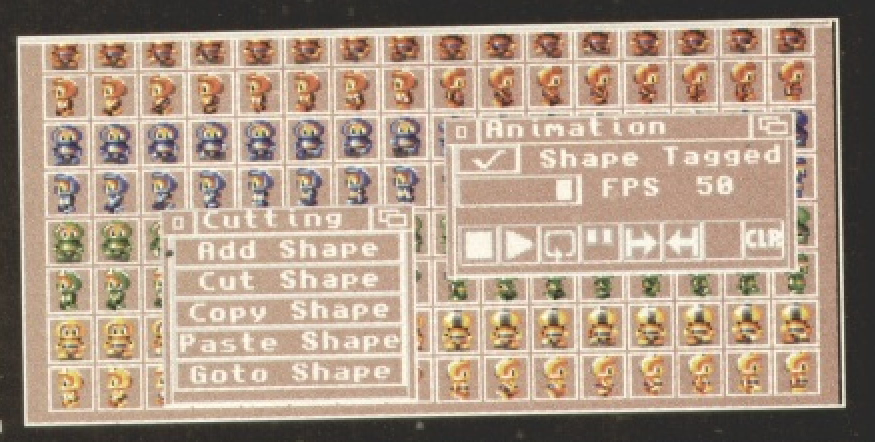
As is the tradition in WiPs, here's one of those loverly sprite screens — in this case, showing all of the bombers going through their dying and teleporting frames. It's for grabs such as this that I live. Please Mum, could I possibly have some more?



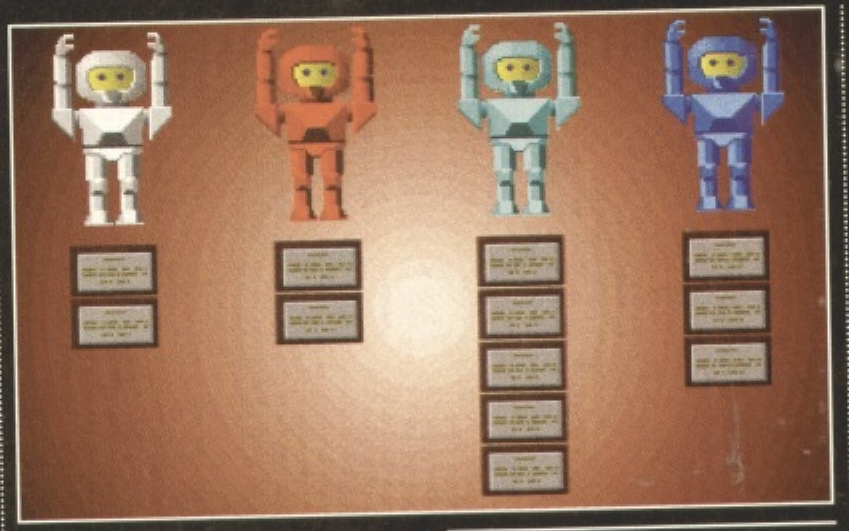
***Right*: Phew! It's all go in Ice World isn't it! It may look as though there are six players here, but there are two icons that just look like they're players. Blue is about to change everyones' colours (very confusing), while Yellow is about to brick someone in (very annoying!). And all this while explosions are, quite literally, going off everywhere!**



Here they are, in glorious Big-O-Vision — the rather gorgeous-looking power-ups. And what do we have here? Well, the icons here do various things, such as: increase the number of bombs you carry, change the fuse timer, award shields, allow you to throw bombs, change the bombers' colours, teleport, become invisible, and the now defunct Gameboy 'freeze' icon (where all players turned into Gameboys for a few seconds). <SteveM> We haven't decided upon a replacement yet. <NigelH> We thought about something level specific, such as ice-blocks in ice world, etc. but we're not sure yet.



Right: In another EXCLUSIVE 'Making Of' type thingy, here we, THE ONE, show you, THE READER, exactly how those clever chaps at Leading Edge put together their smashing graphics. And who said that the Amiga didn't have any cutesy console-beaters? (Er, not me mate. I've no idea what you're on about. — Hazza).



After each individual match — when playing a 'first to get to 3, 5, or 7 points' tournament — you are shown the active players and their current status in the ranks. If you've just won a game, an award appears underneath your man (accompanied by a tremendous clunk) and then it's on to the next match. Here, young Haz (red) and myself (white) have just been trounced by blue, who was a complete git throughout. Pah.

myself) and thought what would be funny.

<SteveMc> The idea was that the power-ups would not penalise the player picking them up (well, most of the time anyway) but rather to increase his status, or decrease everyone elses.

<SteveM> This is where the power-up config came in. Anything which the players find annoying can be turned off.

Do you think you'll ever get to a stage where you think it's finished, or will you keep adding new things forever!

<SteveM> That's a question we often ask ourselves.

<NigelH> This is where a publisher comes in. They can tell when to stop. It gets silly otherwise.

I think you'll have to just give yourself a date to stop...

<NigelH>We have, basically. We came up with a list last night, and I think we'll stick to that.

What has been the biggest nightmare with the programming?

<SteveMc> The biggest nightmare... erm... probably Blitz bugs... (oh crap, edit that out)... No, it's probably the CPU player code.

<NigelH> Chip mem DMA access is so slow, that's why we're stuck at 64 colours. The DMA problem is compounded by the 1200 not having any fast memory. This is going to be a real problem in hi-res eight-player on a 1200 with no fast memory.

<SteveM> But I'm sure that I can speed the AI routines up a lot, which may be enough for a standard A1200.

Has this been developed as an AGA product?

<SteveMc> Right from the start the game has been AGA-only.

<NigelH> The AGA architecture is SO close to being excellent, but stops you doing things that would REALLY fly.

Will there be A500/600/CD32 versions?

<NigelH> Yes. We COULD do a ECS version, but would need support (i.e. test machines).

<SteveMc> Depends on how well the AGA version is received. If we get the feedback required, and financial support, yes.

<SteveM> Hmm, a CD32 version with the obligatory ray-traced intro...

<MikeR> Honestly, if we do a CD32 version it would be nice to have something extra for the users. Don't know what, though.

What sort of sub-games are there? How do you get into them during the game?

<SteveMc> The sub-games we have are Kill Yer Friends (*Pang* type game), Tag, & *Pacman*. We also have a Kart sub-game ready to go in...

<NigelH> I wrote the Kart game – four bombers in go-karts, racing around a dirt track. I've also got two half-done sub-games, but the other guys haven't seen them yet.

<SteveM> We plan to add a fifth sub-game, but are stuck for any amazing ideas.

<SteveG> There's also a speed trial bonus level where when one player gets six wins in a row...

<NigelH> They have 'x' seconds to find a golden shield.

<SteveI> If they find it, they have a maximum power shield for the next level.

I like the graphics with the guys holding cups etc. where did that style come from? Lego Land?

<MikeR> Er, they were in the original graphics before I joined, but the style is sort of a hybrid of mine and Japanese console games.

<NigelH> MikeR: You did redraw them from scratch though, in a completely new style...

A good copyright cover up! Well done!

<NigelH>Exactly!

<SteveMc> The original gfx were drawn by a friend of ours ages ago.

<SteveG> And me! I drew some of the original power up icons (needless to say, they were crap.)

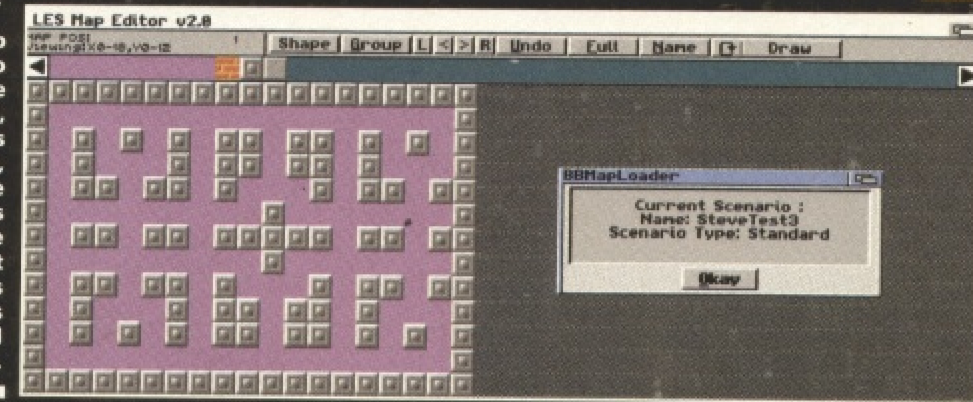
<MikeR>The aim is to look and feel like the best of the console games so that the Amiga owners don't feel left out of the 'oh-so-cute-you-want-to-vomit' games.

What in Blitz Bombers are you most proud of?

<SteveM> The fact that we managed to play from 9pm to 6am one day with a break and still enjoy the game after that.

<NigelH> I think the fact that we can make a pro-

In a rather exciting grab extravaganza, I'd like to show you the map editor the lads employ to create each, er... map (funny that, eh?) It's not very attractive I know, but, well, I thought you might like to see 'behind the scenes' as it were. You may also have noticed that I really don't have much to say as far as this caption goes, and as such, am just wasting space. I'll be off now. Thanks for reading.



ject work with people involved separated by 300 miles.
<MikeR>Hmm, just to see it all working actually, and to have people come round and go away asking for a PC/Mac versions.
<SteveI> The graphics. Mike did a real good job on that front.
<SteveM> Without Mike & Steve Innell, *Blitz Bombers* would probably be out in PD. In fact, it would be 'arse', and pretty 'pap'.
So are you guys ready to be propelled into stardom?
<SteveM> I think so.
<SteveMc> YES!
<SteveMc> GIMME GIMME!

Sad but true, the Gameboys you see before you won't be making their way into the final game, as Lord Nintendo wasn't all that happy with it. Which is a right old shame, because I happen to quite like it. Here you can see that Green (in the bottom left) has collected the Gameboy icon, freezing everybody else for a precious few seconds. Fortunately, the level has only just begun, and as such, we're all pretty safe from attack. Of course, if you get frozen just as you've dropped a bomb, it's a very different story.

<MikeR> We've ordered the jag and booked the condo in Malibu.
<NigelH> Yes. My girlfriend has already spent the money.
throb What r u wearing at the moment?
Guys, you won't believe this, but I've received a private message from someone called 'Throb' asking me what I'm wearing at the moment!
<NigelH>So what ARE you wearing?
*Matt is wearing black suspenders and a bra!
Shall I invite him in?
/invite throb #leading
*** Inviting throb to channel #leading
<SteveM> I bet it's that bloody Upchurch!
/whois throb
***throbis careys@shell02.ozemail.com.au (Stephen Carey)
*** on channels: #sexy
throb M or F?
Throb is a bloke called Stephen! Now he wants to know if I'm male or female? Oh yeah, "I'm female. Matt is short for, er… Susan!" Anyway, sorry about the distraction fellas, I just thought it would be quite funny to get a real pervert live on air into the mag! It looks like 'Throb' doesn't want to play, so let me ask, what's left to do with BB now?
<SteveI> Music....
<SteveMc> Getting it published!
<SteveI> Yeah, that too.
<SteveM> The link-up, and ensuring it works on standard A1200.
<SteveG> Maps.
<MikeR> Lots of gfx…
<SteveM> The link-up should be *great fun* to implement.
* Matt reckons it's time to round things up. Is there anything else you'd like to tell me about BB?
<SteveM> It's not pants or arse.
<SteveMc> We need a publisher, so ring Matt now! It's brilliant and playable, looks good, and sounds lovely!
<SteveM> And is NOT pap either.
<NigelH> Matt: .I would just like to plead with Amiga owners to buy games AND STOP PIRATING. We might be forced to go to the PC otherwise.
* Matt would like to thank everyone for their time, and hopes it all goes well!
<NigelH> Thanks Matt.
<SteveI> Thanks Matt!
<SteveM> Cheers matey.
<SteveG> Ta.
<SteveMc> Cheers Matt.
And… I believe that just about wraps it up, ta-ra 'til next time!
<NigelH> Bye!
<MikeR> Group Hug!
* Matt bends over backwards to please, and then leaves
****
Matt has left channel #Leading
ip> quit
Your internet session is closing down
Connection closed.
(Incidentally, readers, I never did find



I called this grab groovy because that's what it is — groovy. There's nothing particularly special going on here in Pumpkin Land, but it looks nice, and well, I just wanted a picture of it. I really hope you enjoy looking at it, because I know I enjoyed taking it. Thank you for your time.

TRACTION IN ACTION

Bloody hell! What a bombshell! Er... just been downstairs with the 'big boss' who's said enough to let me know this is the last WiP I'll be doing. Bugger. Er, right then. Matt Broughton gets all sort of wobbly and talks about a game that will be out soon. Er. Right, then. Bye.

We've been fairly spoilt over the last year as far as driving games go. The highlights for me personally include the brilliant *ATR* from Team 17, and the stonking *Super Skidmarks* from Acid. If you read the other mags, you'll no doubt be aware that Arcane's *Turbo Trax* has also scored highly, which is fairly surprising because, according to Steve Iles (Arcane's top fella, and all-round Salon Selective), all the other mags reviewed a one-track demo with no collision detection! (Not that I'm squealing or anything! Oh no, I just wanted you to know why we've not yet reviewed it. Still, fingers crossed, it'll be ready for review soon! (but not by us — Haz.). Anyway...

PROJECT: Wheelspin
PUBLISHER: Kompart
DEVELOPER: Floating Point; Giuseppe Orofino (programming and stress), Gabriele Gabrielli [Aha-ha-ha! — Andy.] (programming and gfx), Gianluca Orofino (tracks, gfx and music).
INITIATED: May 1995
RELEASE: July 1995

Wheelspin arrives from yet another of Black Legend's European connections, this time an Italian development team called Floating Point. Originally, the team had wanted to develop the game just for the CD32, but then because of the, er... 'rather weak' release of the machine and all its subsequent 'popularity', they decided it might be better all-round if they concentrated on the AGA and ECS Amigas. (And, might I venture, a wise decision indeed, lads.)

One of the reasons the gang wanted to do a racing game on the CD32 was that they intended to beef the graphics up to avoid it being just another *Skidmarks* clone. Fortunately, they were still able to achieve the look they wanted on the standard Amiga, as Giuseppe Orofino, Floating Point's top gent, explains...

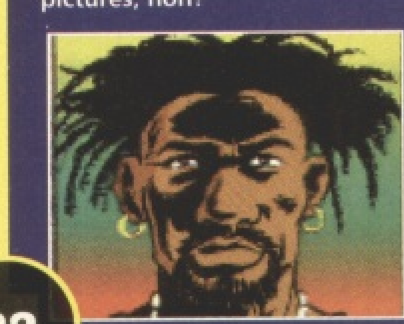
"Our game now features complete rendered graphics — tracks, cars, and option screens. Only the characters have been hand drawn, scanned and 'colourised'. We tried to use at best Amiga hi-res HAM8 mode for most of the screens, with 128 colour tracks and hi-res sprites for cars." Er, right you are (and very nice ham it is too — got any pickle?) Still, for all this presentation cleverness, what does the game itself have to offer the racing gamer?

"Well, at first sight, *Wheelspin* may look very similar to *Skidmarks*," defends Giuseppe', "but after you play it for the first time you realise the difference. This is really down to the fact that the game has a final goal, a manage-

Pretty graphics, non? The old hi-res mode certainly does give the nice ice levels a slippery-slidy look, leaving you with the feeling that you're sliding out of control at all times! (Er... which would be great if it wasn't for the fact that you still feel as if you're completely out of control even when you're driving across the desert, or even tarmac. — Harry.) Steady now old fella'. No opinions during a WiP, thank you.

"HI! I'M TROY McCLURE!"

Faces faces everywhere, but, er... not a drop to drink. Or something. Anyway, there are a number of characters to choose from while playing Wheelspin; each with different skills and attributes. There doesn't seem much point in explaining each and everyone to you, so let's just enjoy them for what they are. Pretty pictures, non?












This particular track was entitled 'Fall Track'. Though ordinary people such as myself really couldn't give a toss why it's called that, Harry and I were privvy to an incredibly pointless conversation between old candyfloss head and Jasper (work experience lad extraordinaire, as I like to say) as to the inner depth of logic behind the title. Needless to say, I didn't pay any attention, and as such, I have nothing to add on the matter. But hey — thanks for watching.

ment section, and the eight different characters to choose from; with each one having their own very individual features." And I don't think he means ears and noses, 'feature' fun fans!

The player can race on one of eight tracks, and though this does seem a rather tiddly offering on the 'value for money' front, Giuseppe assures me that this isn't a problem in the game as you can arrange things into four leagues, offering a number of combinations. Each of the car models also offers varying control, even on the same track. Giuseppe:

"You can race over many different types of terrain; icy, sandy, asphalt, rocky, snowy, and tiled. Almost every track has two types of terrain, in that the cars can go off the track, passing through different kinds of grounds."

(There follows a celebrity caption, presented this month by Benny from Crossroads). Here be the shop what oi talked you about, earlier on, like. It have big big engines, it have rolly-rolly tyres, it have bouncy-bouncy suspension. What it don't have, like, is one o'them nice big strawberry lollies wot oi likes. Of course, oi looking forward to next Sunday, like, coz that's when that nice Mr Attrill comes and walks me round the park, like. He's a nice man, that Mr Attrill, and his pet monkey, Mr Nuttall, do make me laugh with his funny head. Oi like that.

The team have made no attempt to distract from the racing, and as such there are no power-ups or traditional pound notes to be collected as you travel around the tracks.

"However, at the end of each race you can win money depending upon your ranking. You can then spend this in the shop section, where you can power-up your car for the next race. You can buy bigger engines, better tyres, suspension, and nitros. You must make good use of these options if you want to compete with the CPU cars at the next level.

"In this screen you can also obtain information about the next track's features. This can help you when setting up your car to get the best out of it on a particular track; with tyres more suitable for specific terrain types, etc. If you don't have enough money for something, you can always sell a used part at half-price."

"We spent lots of time looking for a way to obtain impressive graphics. The results surpassed our expectations." Giuseppe Orofino, Wheelspin's programmer.

Wheelspin has four types of car on offer (one for each league). These are a loverly little buggy, an off-road sportster, and a VW. They differ in speed, acceleration, grip; and, fairly obviously, the higher the level or car, the higher the car power.

Of course, a driving game is only as good as the computer opponents' intelligence. So how have the team approached the AI routines?

"Each cycle, the CPU processes some parameters that let it overview the race. (Well, that's clear, then. — Andy.) The AI routine manages these parameters, deciding what's best to do. In a few words, the CPU simulates the joystick as a human player so it decides to turn left, right, accelerate and brake. (Matt, he's talking rubbish. Stop him! — Andy.) We obtained a good visual effect using this method, and intelligent cars that are very hard to beat at the higher levels of the game.

"I wrote the AI routines many times and in many ways before obtaining a satisfactory result. Out of all the programming tasks, this has definitely been the more difficult routine, together with the collision management code."

Thankfully, due to the Amiga's powerful hardware (ahem!), the team didn't have as many problems when it came to writing the scrolling routines, and managing the graphics and sound ("although, now we have to do a PC version and I'm afraid that that won't be as easy.") You'll be wanting to stick with the Amiga, mate!

Aside from technical details, the biggest problem with the project has been creating track designs. "We spent lots of time looking for a way to obtain impressive graphics," explains Giuseppe, "and the results surpassed our expectations. On the whole, we're really satisfied with the results we reached and are happy knowing that everyone produced their best work. *Wheelspin* will be much appreciated by the fans of this genre, and we think it is a game for everyone."

As I write, the AGA version is finished, with the team moving onto to complete the ECS version. There are no plans to produce a further enhanced CD version, but the team are sure that, if the game is well-received, they will certainly take it into consideration. And what about other products for the Amiga? Giuseppe is the man with the plan...

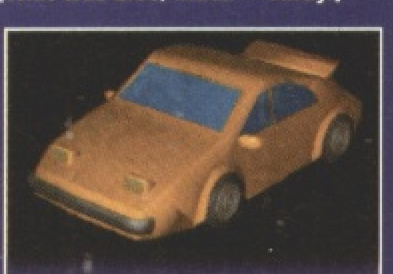
"The Commodore situation caused lots of problems to the Amiga market. Software houses moved all of their efforts into the PC and console markets. Recent news about the Commodore buy-out gives us more hope in the Amiga's future. We decided to wait until the situation evolves a bit more before making any decisions, but we will be very happy to continue developing software for this wonderful computer."

Gosh. What a sweet thing to say. I think I love you!

THE DAVID WICKS CORNER

"Come on girl, it's a fair deal. Now, how's about you and me (none of the lads or nufink) nippin' down the road for a quick tandoori? Go on. You know you love it you saucy cow! Or perhaps you're interested in a new motor? Well, take your pick, darlin'. There's that nice little buggy wot just rolled into the showroom, or a blindin' little pick-up, or even a tasty little sports number that'll have the geezas gagging for it. Gawd bless ya! Apple and pairs! Tit for tat. Mine's an aardvark..." etc. [That was arse, Matt. — Andy.]



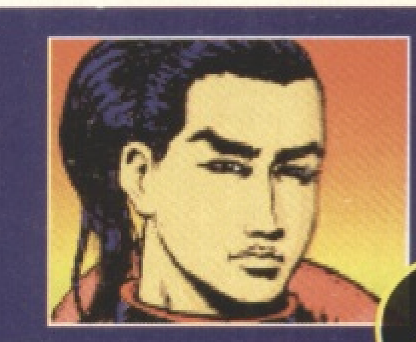












PRIMAL SCREAM

One of the 'most impressive' displays at the last ECTS was an enormous plastic volcano that really did look ~~crap~~, er... great. Fortunately, next to the pathetic artificial hill was a stonking-looking game that featured a T-rex beating up Godzilla! Matt Broughton looks to the skies and runs screaming.

Quite often we face the problem of not having enough information supplied to produce these WiPs. With *Primal Rage*, however, things have gone the other way, and we've got so much info we could have dedicated the entire issue to it! Yes, all 16 pages!

The game is, put simply, a beat-'em-up with a difference. Rather than being some six-foot god, with fists like bricks and a brain to match, here you get to be an enormous dinosaur (grr!). You can choose from the seven creatures on offer, including a vicious Tyrannosaurus Rex, a giant ape, and a Cobrasaur (whatever that might be!).

Primal Rage first appeared earlier this year as an arcade machine, stunning crowds with its appearance. Why? Well, cause it looks bloody pretty that's why! (And stop asking silly questions).

The fellas behind the original concept conceived the idea of a stop-motion dinosaur fighting game over two years ago; originally planned as a showcase for two battling Tyrannosaurs. However, as soon as they saw how funky the animation looked, they decided to design additional characters, each with an individual 'personality' defined by a unique fighting style, a storyline and its own set of moves.

The fellas were certain that the stop-motion process, which had never before been attempted on this scale for a video game, would be the best way to give the game a life-like quality. Also, this way the characters would be

PROJECT: Primal Rage
PUBLISHER: Time Warner
DEVELOPER: In-house
INITIATED: March 1995
RELEASE: TBA

very different from human fighting games. With the character Vertigo, (who he?) for instance — the head bobs and weaves, the tail moves as if it were a snake, the arms move and fists clench, and the neck flexes like a coiled spring. The net result was a sequence that, when cycled, appears to be a living, breathing character awaiting instruction.

To cut a long story short, tons of wire-frame models were created, turned into clay models complete with fangs, feathers, claws, etc. and then manipulated and filmed (just like Morph, Tony Hart nostalgia fans) and digitised for your delectation. And then comes the hard part, the quest to convert the game onto an Amiga (my god, these people must be mad!) Time, methinks, to introduce the company behind this bold venture, namely Probe Software, and the fella (that's enough fellas, Matt. – Haz.) with all the answers, James Stewart. So, er... bloody hell, it all sounds a bit demanding for a standard Amiga. How long have you actually been given to produce this game? Ten years?

"Well, we've not actually been given a release date, so we're just taking our time and getting it right. It's nice to have the pressure taken off for a change."

And how would you describe *Primal Rage*?

"Basically, it's a beat-'em-up with clever pictures. It's got finishing moves, death moves, and several special moves. Basically, it's a standard beat-'em-up, but one that looks very nice. And one with dinosaurs, of course. The conversion has been produced by basically the same team as did the Amiga *Mortal Kombat 2*."

Er... so, not wanting to be the devil's advocate or anything, but what does this have to offer BEU players that MK2 didn't? (Thinks: James please try to avoid using the word 'basically' if possible.)

"Basically, (doh!) the only real difference is the fact that they're dinosaurs and not actual fighters. That's plainly the only difference there is. There's slightly more depth to it as well, in the fact that the energy isn't just 'I'm being hit a certain amount of times, I'm going to die' — there are points awarded for various combinations, and basically there are two sorts of meters on-screen. You can regain your energy by eating little humans, and if you fire your projectiles at your opponent, it takes down a different energy bar. When that goes down a certain amount, you're brain-dead, and you basically start to wobble on the spot, allowing your opponent the opportunity to come over and beat the living crap out of you."

If fitting all of the *Mortal Kombat 2* graphics onto the Amiga was considered 'a bit of hassle', *Primal Rage* comes under the heading of 'mission impossible'. Not only have the team spent ages reducing and crushing the sprites, but they've actually rewritten the compression system seven times! James explains...

"Getting the graphics right so that we don't have to cut too many frames out, and just getting

The special moves in *Primal Rage* all involve goring the other player (hmm, clever). James reckons that they'll include a blood on/off option in the final game, but it won't really make much difference. I mean, if you're ripping someone's larynx out with your teeth, it really doesn't matter whether there are a few red pixels on-screen or not. Comprende?





Before any of the characters reached the stop-motion stage, they were designed and re-designed to produce the look the team felt was right for each character. Since most traditional dinosaurs walked on four legs, they felt they would be perceived as too slow and less interesting to fight with, so they invented an array of fantasy characters. As an example, the character Armadon combines elements of Triceratops, Ankylosaurus and Stegosaurus. Phew crikey!

the sprites the right size to fit onto a cartridge has been a complete and utter nightmare. Obviously, the Amiga is just a 1Mb machine, and we still don't know how we're going to do it. It's really all up in the air at the moment, and we've had to lose a hell of a lot of the animation. Fortunately, it doesn't really show too much, because, with the arcade, the amount of animations used really was ridiculous because it's so smooth. We've had to cut that down, but we've finished two characters now, and they actually look quite nice."

Probe is treating this in much the same way as it did with the Amiga *MK2* conversion, and with almost the same team using a similar method of working, the team are confident of a similar result. It's basically going to be *MK2* on the Amiga — but with dinosaurs. And called *Primal Rage*." Er, right.

GRRR, BASICALLY

At the start of the conversion, Probe took delivery of the arcade game's graphics code to help them on their way. It was their job to then convert them down into a format they could use, selecting the right amount of colours, and choosing the size that they were to be outputted at. Since they're using all of the same utilities that were used to produce *MK2*, there's much the same quality of end product. Of course, working from arcade code causes a fair old problem in that for each character you've got a couple hundreds of frames. And then you've got the sound...

"Yes, we've been given all the sound code, but can't use it because the amount of memory it uses is ridiculous. Basically, we've got our own musicians in to do conversions from the arcade source. We've also been given the arcade artificial intelligence to be duplicated line by line."

> **"Basically... James Stewart, Assistant Producer"**

Having to convert down from an arcade machine complete with joystick and four buttons, one of the most important tasks is organising the control system so that all the special moves and combinations feel right on a single-buttoned joystick. It's time consuming, as James explains...

"When we did *MK2*, it took us about three or four weeks just getting the right combinations together. You have to be spot on, and we generally use a number of testers to check that the moves feel right."

As with any BEU featuring characters with hundreds of animations, the Amiga poses other problems such as data management and disk swapping troubles. How has this been with *Primal Rage*? James really can't say that at the moment ...

"I Really can't say that at the moment. I've got no idea. We're using the same system for loading with *Primal Rage* as we did in *MK2*, where you're loading things that you'll need later while no-one's aware. The programmer is basically going to adapt his *MK2* engine to work for *Primal Rage*. On a lighter note though, I phoned up the programmer yesterday to have a chat about how things were going, and he told me that he's produced the best sprite routine of his life. It can display 128 sprites, all size 16 by 16, with 16 colours each — which is miraculous really. It's something that he's never done before, so at least we'll have no sprite problems!"

All that's left now is to put together the CPU's AI, finish the sprite reduction, and get the whole lot to fit in. (Oh, not much then? — Andy.) As an indication of how large this 'size problem' is, just the sound from the arcade game is three times larger than the entire game cartridge *MK2* was produced on!

Each character in *Primal Rage* had to have an individually constructed armature specially designed to offer the flexibility needed for that particular character. As you can see here, it's all a hell of a lot of fun. I'm sure.

At the time of writing, the team have no indication as to whether a CD32 version will be produced, although James does water at the mouth just thinking about the possibility of being able to include all the animations, frames, and sound.

Is it easier to convert a game to an Amiga than a console, though?

"Apparently, the programmer has done stuff on Genesis, SNES and Amiga, and he prefers the Amiga. The only swine is the memory allocation and the disk access. You have to make sure that each file is on the right disk otherwise you're just swapping all the time. Obviously, we learned a lot about this from *MK2*.

And, why dinosaurs?

"I dunno, mate. The company rang us up and asked if we'd like to do the conversion, and we said 'Yes thank you we'll have tons of your lovely money please!'"

And it's an attitude that does you credit!



And here it is, ladies and gentlemen, the game in question — *Primal Rage*. Here you can see the two separate power bars that James mentioned, along with the human bystanders that can be eaten to replenish energy. Other than that, it's all down to the old honest beat-'em-up japes that you've come to know and love!



PRIVATE PARTS

Cannon Fodder crossed with Lemmings crossed with Dune 2. Yep, the latest from Mindscape is Sting with green hair and a peculiarly large helmet, and Andy Nuttall's the first to shake hands.

Tiny Troops is, as its title suggests, a game of dimensionally-challenged warfare. Battles waged across vast landscapes, immense bathrooms, and gigantic kitchens. This is war for the technological age: macroscopic cataclysms fought in microscopic battlefields, with tiny, tiny troops. Sounds a bit like *Cannon Fodder* then, doesn't it eh, readers?

"The programmers describe *Tiny Troops* as a cross between three games: *Cannon Fodder*, *Dune 2*, and *Lemmings*," says Simon Harris, Producer of *Tiny Troops*. "Paying homage to them, if you will. If I extrapolate that, what we're taking from *Cannon Fodder* is the real-time movement; getting the troops to move in groups by clicking the mouse around the screen. The influence from *Dune 2* is that it's essentially a strategy-type wargame, with a specific set of missions for your troops; covering such delights as taking over your opponent's base, defending your own, and taking out the enemy troops.

"We're not going for technically amazing graphics," Simes admits. "We have a nice cartoony style, but we're concentrating more heavily on how it plays."

PROJECT: Tiny Troops
PUBLISHER: Mindscape
DEVELOPER: Phoenix Software: Simon Harris (Producer); Al Dukes (Programmer); Chris Edwards (Lead Artist); Paul McKee (Artist); Nick 'Shifty' Dent (Artist)
INITIATED: September 1995
RELEASE: September 1994

"*Lemmings* has given us the inspiration to make a fun game," he continues, "to move away from the hard-core strategy type of game, and to devise puzzles which makes use of the environment. You will get a variety of troop types to take into each level: like foot soldiers with different type of weapons."

Unlike *Lemmings*, however, in *Tiny Troops* the weapons and tools available aren't set in stone; you have to decide which types of *Troop* to take into each level. "You don't have to take, like, four diggers, four hang gliders and four flame throwers, and you have to work out how to utilise them. Instead you will have perhaps a bunch of hang gliding troops, a bunch of flame throwing troops, and perhaps a tank or something, and you decide how many of each you want to take into each level."



Telephone conversations with softies around here are often subjected to 'listeners-in'; members of *The One* and surrounding mags with large ears, capable of picking up the most arse of questions and comments. So the reasonably bottom-like 'Er... *Tiny Troops*, then. Why are they, well, Tiny?' received a guffaw and a round of applause from naughty earwiggers Harry and Matt.

So why *are* they Tiny?

"It's just because they're an alien race, and they're only tiny in relation to humans," explains Simeon. "They get put on this planet, and they arrive in a garden — so cue a *Honey I Shrunk the Kids*-style scenario, with giant mushrooms and gnomes. They progress into the window box, then a train set, the beach, a toy room, the bathroom and the kitchen. We have a suitably ridiculous storyline, about two races of aliens fighting it out on weird planets that look like bathrooms and gardens. Keeping it traditional, for games in this genre."

Hmmm, I'm not sure about that: were *Cannon Fodder*, *Dune 2* and *Lemmings* really set











Would I be right in saying there's only so much you can do with such tiny graphics? "Yes, to a degree," agrees Simon. "We are influenced by the PC market, and especially with what we're doing on the CD32 people can expect big animations, even if they don't affect the gameplay. *Lemmings* and *Cannon Fodder* have demonstrated how, even with tiny characters, you can have just as much fun and quality gameplay."

amongst the bathtaps and rows of Rocket? I think not. In fact, let me say that I'm getting a bit sick of this infatuation with everyday scenarios a la *Micro Machines*, *Boo!* and *Cool Spot*. Try something a bit original, boys!

Thankfully, the wacky, crazy environments will throw up different challenges; with each having certain types of puzzle relevant to the surroundings. "Various of the obstacles will be depicted differently in each specific environments," Simon says, as if to explain, "and obviously each environment will have its own puzzles." Hang on, wasn't that what I just said?

"To take a very quick example from early on," he continues, "the enemy base is very high up on a hill. You have a bunch of soldiers who can hang glide, and drop bombs, but obviously if they head for the hill they won't be able to get up high enough. So you use some of the other troops, armed with flame throwers, to set fire to the bushes at the bottom of the hill — and then the hang gliders can use the hot air to get the lift they need. That's a very basic example of a puzzle; we're trying to make them essential to the plot, rather than just a diversion.

> "We have a suitably ridiculous storyline."

Each of the puzzles has more than one solution, which will possibly upset *Lemmings* fans and those who favour linearity. The more lateral among us, perhaps if you like the multi-threaded *Monkey Island 2* and *Indy 4* adventures, will recognise the benefits of many solutions. One is retaining interest, by offering different options to players who get stuck; another is longevity, the possibility of going back and completing levels another way even after you've completed them.

"You don't fall into certain traps this way," agrees Simon. "In *Lemmings* it can get very frustrating when you can't work out what to do. With *Tiny Troops* you can have a go whichever way you want, or just keep playing on until there's no-one left standing!"



So the idea essentially, then, is for each of two players to take out his opponent. Great. The hun can be controlled by the computer, or by another human with the game making use of a split-screen. "We are hoping to include a link option for more than one machine, although not the CD32. It's something we haven't got running yet, but I think we will."

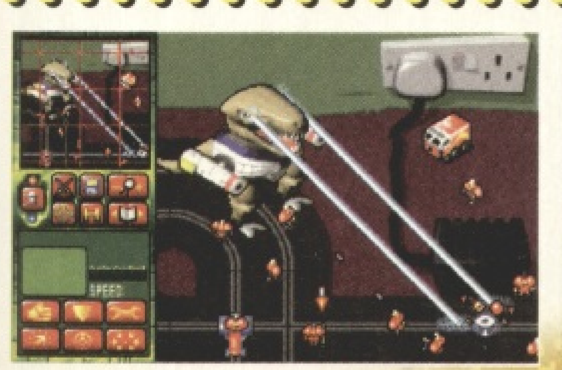
Talking of conversions, the only real problem the team came up with in making *Troops* for the Amiga was in the graphics. And indeed, that was rather a decent problem, because the Amiga graphics are slightly higher-resolution than on the PC! Hurrah!

The CD32 version of *Tiny Troops* will, apparently, have plenty of enhancements too: "It will have a full introduction, and CD-quality music," says Simon, "but we're also looking at different ways of expanding it — with more troops, and hopefully some more levels. It will be different from the Amiga version, but essentially the game will be just the same."

Because the PC and Amiga are so close in look, how do we know which of these are Amiga, and which are PC? "Ah, well some of them have the control panel at the top of the screen, whereas others have it at the side of the screen." Which is which, though? "Er, it could be either, to be honest," says Simon. Ah.

Mindscape has been quite supportive of the CD32, while other manufacturers largely ignore it. Indeed, until recently Escom weren't sure whether to support it or not. And yet Mindscape has not only made its own *Alfred Chicken*, *Overkill* and *Mega Race* for the CD32, it has converted Bullfrog's *Theme Park* and Syndicate to the platform. Why the positive attitude?

"We've had some very good sales on the CD32," enthuses Simon. "There were quite a few people who bought the machine, and they're still out there; so if we're producing Amiga software it's only fair that we support their platform as well." A commendable loyalty, and one which, assuming the figures suggested by Simon saleswise, seem to be paying dividends. Let's hope that the Escom business gets sorted out quickly, eh — and more power to Mindscape's elbow!. Well, metaphorically anyway.







NOT A BEAR



If you go down to the woods today you are quite likely to get napalmed. So says Dutch programming team Bitfusion as it unveils a warlike chopper. But, wonders Harry Attrill, with a name like Coala, just how hard will it be?

PROJECT: COALA
PUBLISHER: Empire
DEVELOPER Bitfusion: Richard van der Brugge (graphics) Michiel den Outer: (Programmer, Design, Project manager) Marco Tibben: Music and Sound FX
INITIATED: April 1994
RELEASE: August 1995

Helicopters, then. An eerie thwacking noise as they fan out like bloated gadflies over the steaming emerald jungle. The soundtrack playing is either 'Ride of the Valkyries' or The Doors' 'Riders on the Storm'. It doesn't matter. Jim Morrison was so bloody talented that I can no longer tell the difference between art, on the one hand, and pretentious crap on the other — although yes, art is generally less brown. Cut back to choppers. Now there are greasy orange and yellow explosions and dense, oily smoke. Tracer-fire. Missiles. What we are dealing with here, readers, is not usually considered cuddly. It is not cute. It does not eat Eucalyptus leaves, or feature a pouch to keep its even cuter babies in. This, ladies and gentlemen, is War. Qantas did not consider it sufficiently friendly to be used in its ad-campaigns. No. When they want cuddly, they think Koala.

Which, perversely enough, is exactly the reason that top Dutch art person Richard Van der Brugge gave for calling his sexy-looking helicopter-based blast-em-up, *Coala,* after a fat-cheeked marsupial from Oz.

"All fighter helicopters have 'tough names' like Commanche, Thunderhawk, Apache etc." says Richard roguishly. "So, for a change, we thought it would nice idea to give our deadly chopper a cute and fluffy name."

You didn't think it was a stupid name for a game about combat helicopters, at all Richard? No? Right, well, aside from this great alternative Dutch humour and general wackiness, what does *Coala* actually mean, then?

"I won't tell, maybe Michiel spilled the beans..."

Maybe he did, Richard, you tease, maybe he did. Maybe he also spilled egg-yolk down his tie. Look, I'm getting bored with this line of questioning and anyway, everyone knows that Koala bears are actually quite vicious and despite their oh-so-huggable appearance they'll pee over you as soon as look at you. Right. Let's get serious, mate.



"As the F16s fly across your cockpit, you blow them to pieces". Yes I know these are A10s but the effect is much the same, according to Richard van der Brugge.

CO-CO COALA?

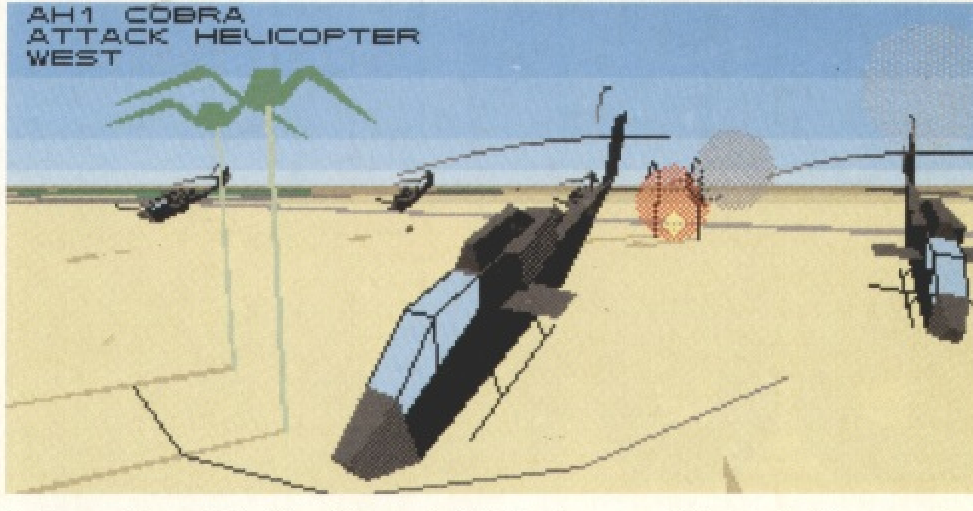
For starters, in your own words, Dicky, I would like you to explain precisely why, when many software developers are deserting the Amiga in droves [anyone else ever wonder what a 'drove' is?] are you developing a top-notch Amiga flight sim with all the knobs on?

"When Commodore went belly-up, the Amiga market didn't die overnight. There is still a huge market for good Amiga products, so why should we abandon this market? I mean, when the news came that Commodore went bankrupt, nobody rushed out to the dustbin to throw their Amiga away. Amiga users, like me, are fanatics. I have stayed loyal to this great computer, even when all my friends and relatives have bought a PC. I suppose I sound very ...hmmmm what would you say?... [er, bonkers?] but that's how I feel about the Amiga. It's not just a tool — it's an Amiga!"

Apparently to shoot, you won't have to line up your chopper, simply press the right mouse button and turn your head! This is all thanks to the Virtual Cockpit!



Coala will include a virtual camera, which is presumably how you get this close to a missile.



These giant green spider things are in fact palm trees. Does it remind any one else of *Guardian*?

Well, Dickon, my love, I won't argue with you there, as you are obviously beyond all reason and help. But hey, what with Escom doing a von Lancelot and saving us from 'a fate worse than a fate worse than death', i.e. unemployment, I suppose an Amiga loony like you is as pleased as a 'Take That' fan who has just found one of Jason Orange's fingers in a tin of Kattomeat.

"Yep. Things are looking better then ever. All those firms who jumped ship are now facing long development times. It looks as if the Amiga market will continue and expand!"

Yes, alright, stop waving your arms about. Let's talk about the game. How long has it been in development, then fella?

"Roughly a year for the Navigator engine, and about 6 months for *Coala*.

Navigator engine? Navigator engine? What the hell are you on about, Ricardo?

"*Coala* features AI [er, artificial intelligence. — neural network ed.], which means that the enemy uses certain tactics or strategies and doesn't simply react using a dumb linear pattern."

Ah. And that's the Navigator engine is it, then?

"No. *Coala* is a real living world. With the Navigator engine you can place views and objects wherever you want them. Nothing is fixed, no shortcuts taken. Of course this sort of stuff requires heavy number-crunching, but it makes the game a more realistic experience."

Hmmm. I thought the screenshots looked a bit bloody *TFX*-y. I wish people would concentrate on gameplay. I mean, going to the toilet is a realistic experience, but I don't necessarily want to play 'Going to the Toilet' on my computer. I suppose in the name of realism, *Coala* is going to lumber about the sky like a flying hippopotamus tied to a big house, is it? You are going to need to buy an A4000 and recite buddhist mantras to avoid bursting a blood vessel when you play it, are you? Eh Dicky? Eh?

"Nope. There are two disks. Disk 1 loads in the program itself, then it asks you for Disk 2 which features all graphics, sounds and data. So there will be just one disk swap! There will be both AGA and standard versions, though in both cases you'll need an 020 processor. The AGA version has more sound and obviously, better graphics, but gameplay wise, *nothing* is left out!

> **"In COALA, looking is aiming."**

You're stressing that 'nothing' are you?

"Yes".

Fine. But why, pardon my ignorance, Rick, is an 020 processor, whatever that particular work of the devil may be, necessary at all?

"You really need the processor speed to keep up with the 486/Pentium games on the PC which are running at 90MHz. You can still enjoy a good flight sim on an A1200 with its 14MHz processor, but it's time that people start realising that an A500 on 7MHz cannot run VR-based flight sims! The Amiga is a great computer, but if software developers want to keep pace with the PC you need to design for the best hardware. Just ask yourself, what is the cost of a 020 processor and/or 1Mb of Fast RAM compared to the cost of a new 486DX2/66 machine?"

Er, quite, Rikky. That's just what I was telling Andy the other day. 'Just compare', I said to him, 'the cost of 1Mb of Fast RAM to the cost of a new 486DX2/66 machine'. And you know what? He couldn't do it at all! What an arse, eh?

COALA ESSENCE

So, as one propeller-head to another Ri, tell me a bit more about *Coala*, the game. For example, and stop me if I'm getting too technical for you, just what, the hell, apart from helicopters, is it about?

"*Coala* started life as a game where the player found himself in an environment, living on his own, and he could make of it whatever he wanted to. But this concept was a bit too much like VR for most people, so we built in the choice to do missions, or just dive in and see what happens.

And you do all this in a helicopter do you?

"In a helicopter. Yes."

Look, R, mate. There are loads of bloody games with helicopters in them. Just being enthusiastic about *Coala* and loving the Amiga to death isn't going to be enough to get people all hot and bothered about this game. Come on, what makes it unique and/or interesting?

"I should say, the virtual cockpit."

Should you?

"Yes. Putting one in a Mach 2 fighter plane doesn't make sense. Why look sideways when you're flying so fast! You need fly-by-wire to keep the plane in the air. With *Coala* you can hover around buildings, tanks etc. and look at them from any angle.

"Imagine you're fighting some F16s. They attack from behind, flying at great speed towards you. You check your radar, see them coming, select a sidewinder and look up. As the F16 thunders over you, your eyes follow him across from the virtual cockpit and you blast him to little pieces."

Steady, Rich...

"Believe me, it's not just a gimmick, it really enhances the gameplay! We've also included realistic lighting effects like shadows and a 'make-your-own-mission' option, so my bet is that gamers will play *Coala* for months and months and still be finding new things to do."

And you're not biased at all?

"No."

Good. Well, that about wraps it up. I understand that you will be releasing a game with Koala bears in it very soon, called *Budgie the Helicopter*?

"Yes?"

Aha-ha-ha. Just my little joke. Well, I'll just sit back and wait for the finished game then, Richard. I must say it looks yummy and I'm looking forward to it enormously. By the way, I was rapping with Steven Hawking the other day about Escom's plans for a RISC-



Not a helicopter, I think, but a nice MiG.

If I was flying this Chinook, my bottom would be all of a tingle in anticipation of a red hot sidewinder up my chuff.

NOT A BEAR

CLOCK A-DOODLE-DO

You might have had mixed feelings about Valhalla, but hopefully that won't put you off Timekeepers — as the people at Vulcan Software prove there is life after Infinity. It's in Andy Nuttall's pocket.

PROJECT: Timekeepers
PUBLISHER: Vulcan
DEVELOPER: In house
INITIATED: January 1995
RELEASE: June 1995

Esteemed readers, it is with great pleasure that I can announce to the world that *Timekeepers*, the new game from Vulcan Software, looks very promising indeed. Yes, I can understand your scepticism. I awarded the original *Valhalla* 81 percent, when seemingly the world, his wife and their dog disagreed with me. Standing by your original mark, with the weight of Harry, Matt, and a number of readers who felt strongly enough to put pen to paper on your head like some rather heavy hat, is difficult. (And unintelligible — Haz.).

With *Timekeepers*, my colleagues and I agree, thankfully. We've gone through the 'Oh no, it's *Valhalla*, but with smaller graphics' nightmare scenario. We've had the customary 'It's in my pocket,' 'I'm scared,' and — worryingly — 'It's up my crevice,' made-up speech samples (the sound in *Timekeepers* hasn't been fully implemented yet). But then we had the moment of truth; the point where Matt — possibly the most sceptical of us all about the *Valhalla* — dawned 'cleverness' of *Valhalla* — dawned that *Timekeepers* is actually rather an interesting game.

"*Timekeepers* is supposed to be a really fun, entertaining puzzle game," says Lisa Tunnah of Vulcan Software, blissfully unaware of the stages her game went through before *The One* team warmed to it, before going on to describe the story behind the game. "It's based on an elite futuristic police force known as the Timekeepers. Their job is to protect the fourth dimension."

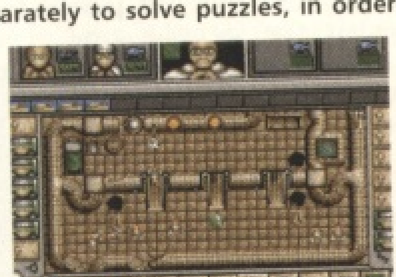
Aha, a bit like *Doctor Who?* "Yeah... kind of. Ish. Their main problem is a psychotic warlord, named Wilhelm, who's placed several nuclear devices throughout history. He's obviously got some sort of problem; basically that he doesn't like people very much, so he wants to eradicate the earth."

So this Wilhelm character, he can travel through time as well? "Er, yes." So, perhaps he could be called... a Timelord? "If you like, yes. And because he's planted the bombs throughout history your job is to send your full platoon back in time to disarm them. And SAVE THE EARTH!" she laughs.

Right: Large holes in the ground, apart from being structurally unsound, don't pose too many problems for the Timeys. The little shoe symbols mean 'jump one square', and thankfully they never fail. So position your shoes at the right points, and all your little men will live.

Passers-by glancing at the mechanics of *Timekeepers* will think that it's basically *Lemmings*, but viewed from above. The different lands in the game are split into levels, you see, and beginning each level with a number of Timekeepers you have to use them separately to solve puzzles, in order to get as many of the little blighters through to the next level as possible. *Lemmings*, see?

"Well, *Lemmings* was an influence," Lisa admits. "It would be silly to suggest otherwise, because it's a very good game; very easy to use. But I suppose the main similarity is that the



Above: Operating a switch or a lever involves simply placing down a spanner symbol in front of it, then retracing your steps placing small arrows leading towards it. The Timekeepers must approach from the front of the switch to work it, which often causes problems in itself.

Below: At the top left you'll see a small round orange thing, like a cut-in-half, er, orange. That's your goal, that is; the aim for all your little blokeys. You'll notice that the arrows around the screen point, in some convoluted way, to the exit; via the drawbridge. Opening this was one of the great earlier puzzles.







"*Timekeepers* has got four different sections — time zones — in it," says Lisa. "The first one's called Hieronymous Land, a kind of mixture between Stone Age, mythical and fantasy styles. Then there's Medieval Land [shown], Vietnam Land and Space Land."

characters each wander about, without stopping. That's really it, to be honest."

Yeah, but surely the characters look like *Lemmings*, don't they?

"...Well, you could say that, but they're much better!" she sidesteps. "I think the idea was to go for something quite cute, which will make you laugh. And you always end up with that little stumpy look, with huge feet."

Well skirted-around, Lisa. I shall probe you no more.

But it is like *Lemmings*, isn't it?

"No. The idea with *Lemmings* is that you change what each Lemming can do; but in Timekeepers you change the surroundings. So if you paste a Jump symbol somewhere, as soon as a Timekeeper hits it he'll jump, and the same with arrows and other icons." Aha. Actually, I reckon she's onto something. Because you 'change the surroundings,' you can trace the steps of each Lem... sorry, Timekeeper throughout each level, and map out exactly what each of them will do before you set them going. They can be made to walk in any direction, jump, wait, shoot, and operate devices like swing bridges and cannons; but because the Timekeepers follow a trail of icons left by your good self, all the planning is done beforehand.

"There's a lot of humour in there, although we have gone for a bit more in the way of action," admits Lisa. "In the Vietnam level, I don't know if you've seen the helicopters that fly around?" Yep, done that. You'll find a pic of one just around the page, if I'm not mistaken. "And there's a raft as well. The character animations add a lot to the action too."

Graphics, then. They're similar to *Valhalla*, aren't they?

"I think the Medieval Land has graphics which are similar to *Valhalla*, simply because it's got the same kind of castle-y environment. I don't think the other levels really are that similar."

Sorry, I actually meant because of the colour scheme — lots of blues and browns, that sort of thing. "Oh, that's Paul's style," Lisa concedes. "He finds it easy to create shadows and things with those colours. Most people really liked the graphics in Valhalla, and Paul's strong point is really in his animation."

> "It's quite good, actually. Matt Broughton, The One."

Another of the team's strong points is intelligence. That's the intelligence routines programmed into *Timekeepers*, you see; which, while not strictly AI, do display a modicum of brainy characteristics, Lisa explains.

'And the little 'brain' symbol, is that something to do with the intelligence?' I stumble, presuming, with some ignorance, that the brain obviously had something to do with intelligence. Not clicking, obviously, that the 'brain' is in fact a representation of a clock. Arse.

"Well, perhaps you need our instructions," Lisa chides. "It's actually a clock, signifying moving backwards and forwards in time. It's really difficult to draw going back in time!" Yeah, fair point. "In each category, there's more than one nuclear device, so you need more than one guy to operate it — and because there are more and more devices in each time zone, you have to keep getting more blokes through. If you get so far, and you find that you haven't got enough men, click on the 'back in time' thing to go back to another level and replay it." A-haa.

"Our idea at the moment is for the player to start off in Hieronymous Land, with some very easy levels so that you can get into it very easily..."

Hark, I can hear Matt playing *Timekeepers* in the background, with a large number of jungle-type noises emanating from his monitor. What's it like, then, me old matey?

"It's quite good, actually," he comments. Thanks, pal.

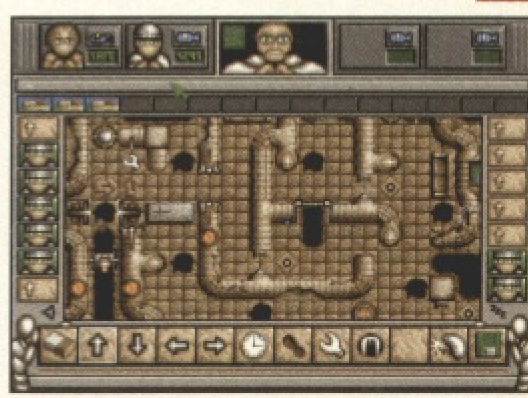
"Ah, that'll be the Vietnam level," Lisa chips in. "That's one of my favourites, actually, because of the helicopters."

Many of you will be aware that we haven't discussed speech yet, and for a Vulcan game — so far famous (or infamous) for their speech routines — that's a pretty important consideration. Will there be any in *Timekeepers*, Lise?

"There'll be a tiny bit. We were going to put loads in, with Seymour, the little guy at the top of the screen, speaking to you constantly. But we thought about it, and decided that the game didn't need it; and there's no point in putting it in if it didn't need it."

Surely *Valhalla* lived or died on its speech, so won't people expect the same in *Timekeepers*? "I think as far as adventures go, we'll find it difficult to do one without speech. But for anything else, it will fit into the style of the game. People won't have too many preconceived ideas, because they'll know it's not an adventure."

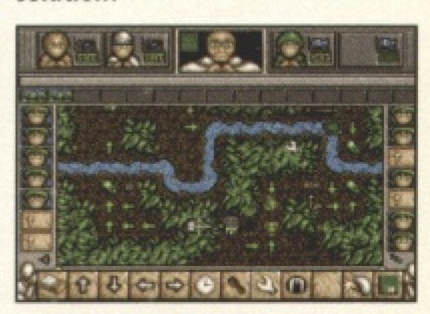
At least, then, *Timekeepers* will have a good chance of succeeding on its own merits, so we reckon that the limited speech is a good thing. You can have too much of a gimmick, y'know...



Below: Finishing off this level involves nothing more than leading from one blue guard to another, polishing them off with your machine gun. That's what you have here, you see — for this is the Vietnam level. In the Medieval level, you might find a sword in your armoury, though — but the effects are much the same. Death, that sort of thing.

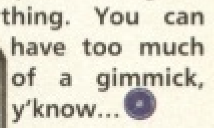


Above: The swinging bridge on the bottom left only allows one Timekeeper to pass at any one time, and the bridge doesn't return by itself. So getting eight (or so) blokes across there could prove difficult. Or is there another solution?



Seymour, the bloke at the top in the middle, is the leader of the *Timekeepers* (a kind of Timelord). "Basically, there'll be a lot of talking on the intro screen, and during the game Seymour will make some informative comments, like 'you haven't got enough players to complete this level,' or something like that," describes Lisa. He's the only real chatterbox in the game, though — and possibly the least Lemming-like character of all.





Timekeepers *will be released via mail order only, very soon.*



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REVIEWS

We used to believe that a picture painted a thousand words. Well, big ones did anyway. Small ones painted far fewer, and many only filled the space of say, 50 or so. The One aimed to strike a balance between big pictures and small pictures to keep the words down to minimum. Which meant it was less boring for you. Fat lot of good it did us, eh?

Colonization... The new Meier of Toytown?

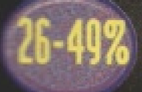
X-Fighter... BEU-t and the graphic treat?

Sensible Golf... a contradiction in terms?

F1 World Championship... down Hill racer?

The 'Overall' score is not an average mark. It simply encapsulates the reviewer's total experience of the game. *Man*.

0-25% Rubbish. Offensively low quality. Arse, even.



26-49% Below average. Not acceptable by today's standards.



50-60% Above average. But still plenty of room for improvement.

61-70% Fair to good. Lots of nice points, but in no way perfect.

70-80% Pretty damn smart. Well above average.



81-90% Extremely good but just short of excellent. Well done.



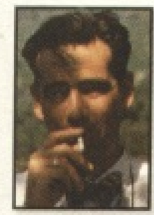
90+% Excellent! Magnificent in every way. Go and buy it. Now.



ANDY NUTTALL
Is just pretending to be upset about the end of *The One*, as we know it. Yes, 'cos all along, the blatantly carrot-topped coxcomb with the Cymric chuff was plotting his defection to Bullfrog, where he will be responsible for programming Welsh things into its games. Look out therefore, readers, for *Crap at Rugby*, *Slate Quarry Manager*, *Sim Slag-heap* and *Phlegmings*.



MATT BROUGHTON
And for Matt? Our very own pop-idle, pop-tart and poppadum-packing popinjay, is moving in an excitingly consolular direction, beginning with a spell on *Sega Magazine*. But he won't be there for 'ages' – Aha-ha-ha! Any last thoughts, mate? "So are they saying I can't be editor of *The One*, then?" Apparently, yes, that's what they're saying, mate. "Can I just say 'bugger', then?" Be my guest.



HARRY ATTRILL
"Phew! It's the high life for me," says the melancholic Hazza peeling a nice onion. "Yes I'm going to be doing things to *PC Games*. Quite what, I'm not sure, but I promise there will be no sexist, ageist, racist or fascist games allowed, whatsoever. 'British Bulldog', that's out for a start, and I'll be taking a firm line on Wendy Houses and Torture Old Rasta Lesbian adventures, I can tell you."



JO WINSLOW
Our Jo (see left in unfeasibly big holiday hat) has got a choice. She can either sweep up the clippings and make coffee in her Dad's new hairdressing salon (Winslows of Shenfield — 'Tressed to Thrill') or become Art Editor of *PC Review*. She has, understandably, gone to Corfu to consider these two attractive offers, but the clever money, here at *The One*, is on the salon.

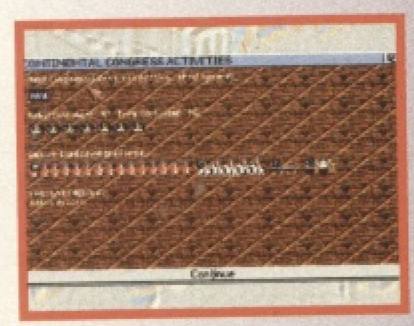




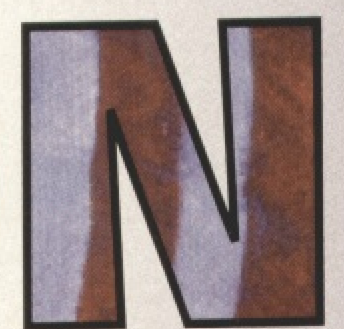
Using the same rudimentary top-down, icon-based graphics as *Civilization*, *Colonization* focuses on the discovery and development of the American continents during the period 1500-1800 — the colonisation of the land the Europeans called the New World. However, you can also choose to colonise a completely random world and this ensures that each time you play, you'll face a totally different challenge



Key moments in your colonisation of this new land (i.e meeting the natives, transporting cargo back to Europe, the discovery of the Pacific Ocean, etc.) are illustrated with these oh-so-lovely sepia-tinted stills.



Where in Civ, your aim was to send colonists to Alpha Centauri, in *Colonization* your objective is to gain independence from your mother country. Of course, this is far from easy and to win the game, not only must you have a strong colonial presence (huge armies, lots of supplies, etc) you must defend your lands and your people from a final attack from your former home. As you can see, the English army isn't small.

COLONI

Harry Attrill was determined to enjoy Sid Meier's new game if it was the last thing he did. And bugger me, if it didn't turn out to be precisely that.

A couple of nights ago, I walked up the road to get some chips. It was late in the week, and there was nothing in the house bar a can of mushroom soup, a pickled gherkin and half a tin of Spam. I couldn't come up with a mouth-watering combination of the three, so chips seemed to be the obvious option.

It's a well-known fact that America, and indeed the humble potato, were only discovered in the 16th century. So if, by some freak



Any town that you build should be positioned near natural resources like food, forests and mineral deposits. There are also other natural resources that can be exploited in the New World including cotton, tobacco, horses and gold.



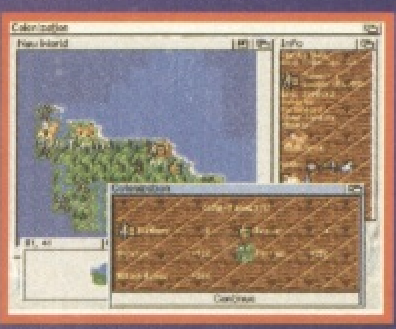
Like *Civilization*, as your towns grow you can add new buildings to improve the production of things like tobacco, fur coats, cotton and rum. Building wagon trains allows you to trade with the local native villages, while investing in a couple of new ships enables you to shuttle goods faster and travel greater distances. But first it's advisable to build a stockade for your town which strengthens the defences in case it's attacked.

London, England. Spring, 1496. Tax: 0% Gold: 1000

Colonization

Although you've left the land of your birth behind, Europe is still an important source of trade goods and new colonists. Because my fledgling colony has run out of iron ore I've bought some in London and I'm transporting it to the New World with some seasoned scouts. Of course, the eventual aim of the game is to become totally self-sufficient so you can declare independence.

It's not all sweetness and light in the New World. After searching an ancient burial mound for treasure, I've angered the entire Tupi nation. They killed one of my scout units so I'm retaliating by attacking one of theirs. As I'm attacking them, the soldiers receive a 50% attack bonus and another 50% for being a veteran unit. The Tupi, however, get a 75% terrain bonus because they know the land better than I do





time-travel accident I suddenly *Quantum Leap*-ed into the body of, er, Christopher Columbus and found myself sitting on the dock in 1491, listening to the Galleons creak in the darkness, what would I do if all the shops were shut and I suddenly felt a bit peckish? Pick a toenail?

I could, theoretically, wait until morning when the shops would reopen. But I'm Columbus, the greatest explorer known to man. If I fancied some chips, I'd go out and bloody well discover them for myself. For starters I'd have to nip down to the docks, hire a crew, purchase some provisions and then sail bravely off into the uncharted Atlantic.

It would have taken months. The crew would have been restless and everyone would have been stricken with Scurvy and other unmentionable bodily complaints. But I would have found the New World. The directions seem straightforward enough — get on your ship, sail west, stop when you hit land. Pas de problem, shipmates.

Then once I'd discovered America, all I'd have to do was land, make peace with the natives, smoke pipes crammed with intoxicating foliage and bat guano, dig around in the earth until I found a potato-like object and announce "I shall call this the potato." Finally, I'd just jump back onto the ship, sail back to Europe, discharge the crew, run back home and finally, after slicing my new-found potato into thin pieces, deep fry it and serve it up with a nice bit of haddock. The whole process would probably take about twenty years.

Okay, *Colonization* isn't specifically about the discovery of the potato, it's about the discovery of the Americas; and if you're a *Civilization* fan, you'll notice many similarities between the two games. For starters, both games end in -ization and use the same overhead map view to display the action. Like *Civilization* too, you must build up a complex colony of interconnected towns and trade-routes, while fending off attacks from local Indians.

Admittedly, it sounds like a *Civilization* rehash, but rather than taking command of Genghis Khan and rampaging wildly across the globe decapitating innocent peasants, *Colonization* is all about colony management. The game concentrates in detail on the functions of the individual towns — how the colonists work, what they produce, and so on. It's not much of a looker, but like *Civ* before it, *Col* concentrates on gameplay rather than unnecessary visual frippery. Admittedly 'twont win any awards for prettiness, but there's enough playability crammed in its crusty pouch to outlast anything.

As the years roll by you will have the chance to invite certain key figures, or Founding Fathers, to join your colonial congress. I've started with Henry Hudson, an English explorer whose presence increases the output of all my fur trappers by 100%. Shame I haven't got any, then.

At the town screen, you can assign different jobs to your colonists. When you first start the game you'll need farmers and fishermen to provide food, and lumberjacks to provide lumber for new buildings and carpenters to build them. When your colony is up and running you can start diversifying to produce fur coats, rum and tobacco to sell back to Europe.

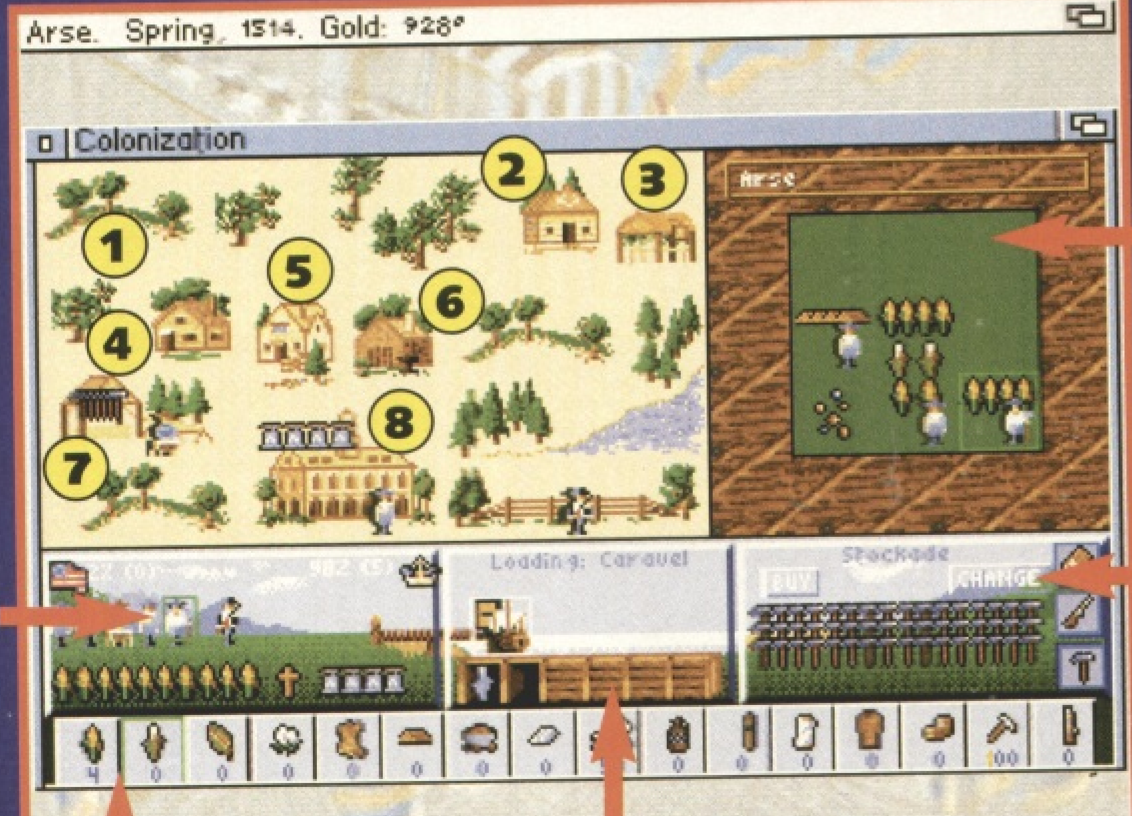


The different Indian tribes (like the eccentrically dressed Tupi bloke here) can be fought, traded with or even converted into useful colonists by sending missionaries to their villages to spread the word of god.

AND DON'T SETTLE FOR ANYTHING LESS

1. TREES — chop down trees to make lumber which allows you to build shops, docks and fortifications.
2. FUR TRADER'S HOUSE — uses fur to produce fur coats. Can be expanded into a Fur Factory to increase production.
3. TOBACCONIST'S HOUSE — uses tobacco to produce cigars. Can be expanded into a Cigar Factory to increase production.
4. WEAVER'S HOUSE — uses cotton to produce cloth. Can be expanded into a Textile Mill to increase production.
5. BLACKSMITH'S HOUSE — uses ore to produce tools. Tools are used to build new buildings and muskets. The Blacksmith's can be expanded into an Iron Works.
6. CARPENTER'S SHOP — uses lumber to produce hammers. Hammers are used to build new buildings. The Carpenter's can be expanded into a Lumber Mill.
7. TOWN HALL — designating colonists as Statesmen allows them to produce Liberty Bells. The more bells you produce, the quicker your colonists will clamour for independence.
8. OUTSIDE COLONY — any units that are unassigned are put here.





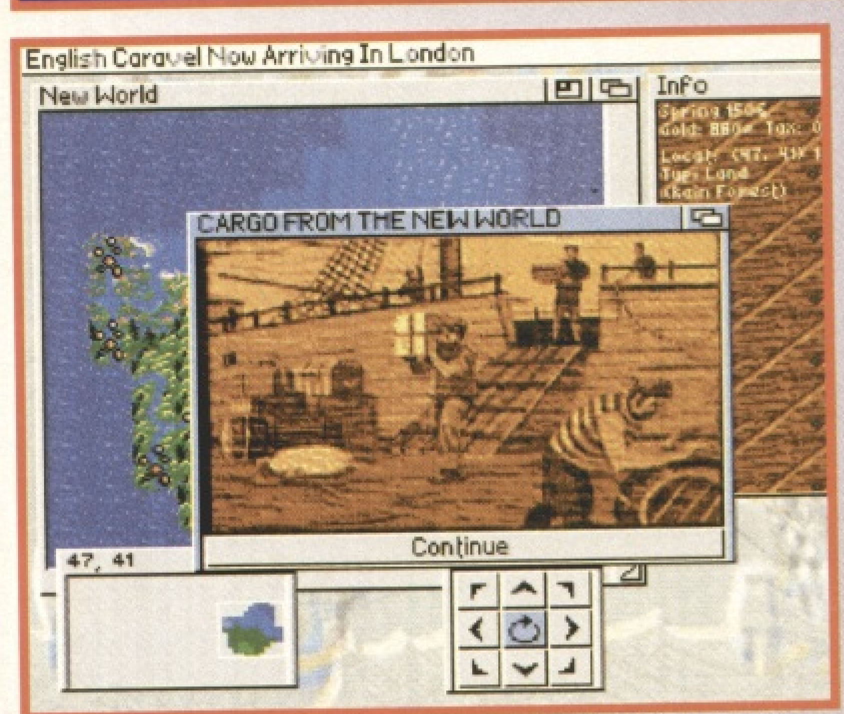
This map shows your colony and the eight squares adjacent to it. At the moment one square is producing lumber, two are being farmed for food, and the centre square automatically produces food and sugar.

This box shows the population of your colony, their professions and how much food, lumber, etc., is being produced. The percentage score at the top shows how rebellious the people are feeling.

There are three displays in this box. The first shows what goods you are manufacturing, the second shows military units inside the town, while the third shows work in progress on new buildings. Here I'm building a Stockade.

This strip shows all the possible commodities, and how many of each one you currently have in your store.

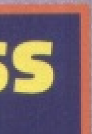
When any ships come into port, you can load or empty their cargo holds here.



As your towns grow and expand you can make extra money buy selling surplus goods back to Europe. However, as feelings of rebellion start to grow stronger, your home country will try to keep the colonies in-line by taxing certain imports.



There are three other nations also attempting to colonise the New World, and here I've discovered that Spain has set up camp right in my back yard. I'm too weak to do anything about them now, so I'll retreat, bide my time, build up my forces and then return to triumphantly kick their collective arses. Hopefully.





As time passes, the prices of the various commodities rise and fall in Europe. This adds an extra dimension to the game — should you sell your surplus sugar crop now, or wait until the price has risen? Decisions, decisions...



When you've transported some Hardy Pioneers to your colony, you can start to build roads to link your towns together. Roads improve general communications and allow your units to move faster.



As you discover more land the familiar shape of the North American continent is revealed. Look, there's the first ever Burger-bar, and bugger me if that isn't little Mickey Mouse not being funny over there by the great lakes. America, I love you.

THE VERDICT

With no Gouraud-shading, ray-tracing, Voxel Spacing, tinted Phongs (whatever they are), texture-mapping, real-time polygon generation or motion capture, **Colonization** was probably an ideal game to make the transition from PC to Amiga. And I have to admit that it's actually very good. The loading times can be measured in seconds rather than minutes, the sound is excellent and MicroProse has tweaked the game interface to make good use of the Amiga's Workbench windows system, which makes playing the game much easier. The graphics, however, are still fairly dull and bland, but if you play **Colonization** for more than five minutes, you'll find that there's a subtle and absorbing strategy game lurking underneath them. It takes some getting used to, but once you are familiar with the system of supply and demand, you've given your colonists jobs and you've make friends with the Indian nations, this game is as engaging as **Civ** ever was. The focus here is on colony management, rather than rampaging imperialism, but there are still three other computer-controlled nations to defeat and a huge battle to fight against your own home country when you declare independence. Remember, just because you can shoot Genghis Khan to the stars in **Civilization**, doesn't mean you can easily succeed in **Colonization**. It's an absolutely huge challenge.

A1200

Publisher: MicroProse
Developer: In-house

£TBA End June

Hard Disk Installable

Mouse

Memory 2Mb | Disks 3

GRAPHICS 71%

SOUND 89%

PLAYABILITY 94%

LASTABILITY 92%

OVERALL 91%

CD32 **A5/600**

No, it seems that other versions don't feature on MicroProse's release list, so don't expect any. Not in the near future, anyway

SENSIBLE GOLF

Generally we leave the 'looking ridiculous' to Andy, but when you come to review a game based on a sport that welcomes tartan and encourages the tucking of your trousers into your socks, Matt Broughton seemed the only option. And, might I venture, FORE!

Sensi Golf then. Well, what can you say? It's been programmed by all your favourite Sensible Software mates (including Jops, Chipper, Stoo, Krix, Hutch, Spaz, Spam, and Plop) which, apart from making you wonder why on Earth they insist on using 'wacky' names, reminds you that you're dealing with a team well versed on ye olde Amiga.

SWOS wasn't exactly a great advert for Sensible's reliability and standards of perfectionism. But, it must be said, *Golf* looks jolly pretty, and apart from a disappointing lack of tartan, delivers about all you could ask for in a ball-walloping game.

There are various DIY tournaments to be set up, with anything up to 72 players — human or CPU. You can play in teams, either taking it in turns as you move up the course, or working on a 'best score counts' basis.

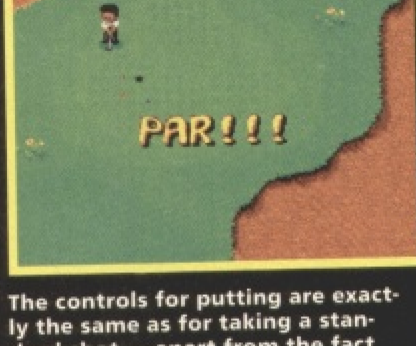
Sign yourself up for a career and play through an entire season, moving from tournament to tournament, taking in the sights as you travel round the world — not to mention amassing a bit of dosh as you go.

There are three levels of CPU skill, and though it does do the occasional 'gift from the gods' accuracy shot, it's actually quite a fair player and provides an excellent challenge. There is, rather disappointingly, no replay feature, so you don't get the chance to show your friends those incredible albatrosses time and time again. The general controls within the game, though, are extremely user-friendly.

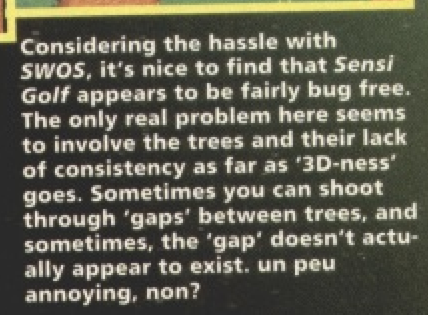
You're treated throughout to some loverly bird song, nice thwacking noises, and a damned enthusiastic American-style commentator who announces particularly interesting shots (not to mention taking the occasional mick if you're crap.)

There are 25 courses to play over, and though there are a fair old few holes to play, they do actually appear again and again over the various locations, so don't be surprised to find the same hole (Matron) appearing in Saffron Walden, Casablanca, and Puerto Rico!

Still, some courses are absolute buggers and good fun to play on (especially if you can find a mate bad enough with to constantly leap-frog from bunker to water hazard to bunker again. Andy! Get your Welsh arse over here!



The controls for putting are exactly the same as for taking a standard shot — apart from the fact that you, fairly obviously, only use a putter! The only major difference here is that, whereas your main enemy before was your own inaccuracy, here you have to contend with the slope of the green. By studying the arrows on the green, showing the slope and direction of the grass, you can make adjustments to your shot and, hopefully, pot the black (or something). Incidentally, the coloured dots are the other players' markers.



Considering the hassle with *SWOS*, it's nice to find that *Sensi Golf* appears to be fairly bug free. The only real problem here seems to involve the trees and their lack of consistency as far as '3D-ness' goes. Sometimes you can shoot through 'gaps' between trees, and sometimes, the 'gap' doesn't actually appear to exist. un peu annoying, non?

Bloody hell! Talk about taking the 'personalisation' as far as possible! Not only can you name your players, but you can muck around with how they appear during play. Fortunately, what with me having recently lost the old goatee, my alter ego was fairly close. Poor old Andy though... well, not only did they forget to include ginger candyfloss hair, but the 'boggle-eyes' option has also been removed.

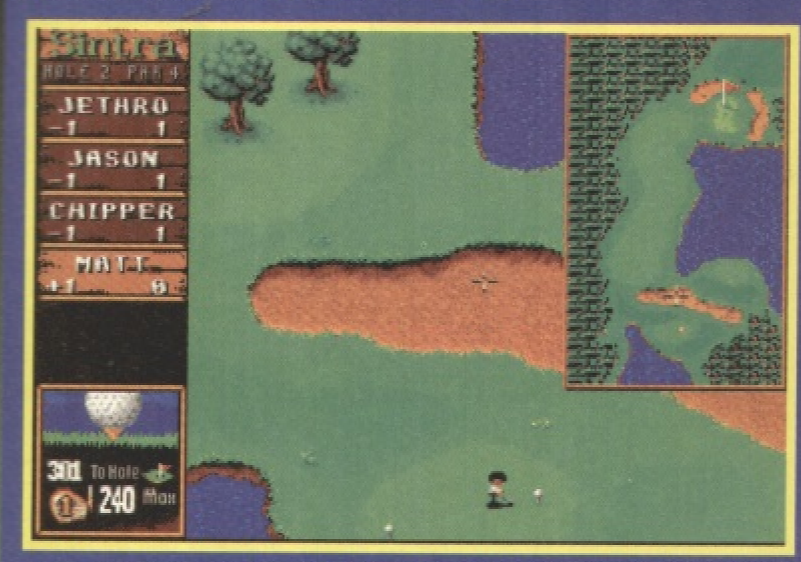


FIRST TEE



FORE!!!

A crap and obvious heading for a golfing box-out, I know, but there you go! Anyway, here's how you play...



First of all you need to select the club for the shot, and though the computer automatically selects the club it thinks will do the job best, as you become more experienced, you'll know when you need to step in. The bottom left window shows you where the ball currently is (i.e. on the tee, in the rough, in water, etc.) while the display shows you the distance to hole, the club currently selected, and the maximum distance you can expect from that club. By holding down fire you can also bring up a map of the entire hole, and once you've moved left and right to target your cursor, a quick tap on the fire button brings up the power meter...



This power bar (not new in a golf game) is a test of your hand-eye co-ordination. The first click sets the ball off round the bar, the second sets the power wherever you want (at 25, 50, 75 or 100 percent) while the last click should (hopefully) land as close to the middle of the 'red bit' as possible. Click too early and you'll hook, click too late and you'll slice. And, er... that's it!

To say that some of the map designs are 'a tad silly' is to say the least! This particular hole (hole one at Ladbroke Grove, golf info fans) is more of a bunker with a few patches of grass than a course with a few bunkers. This hole calls for some real control, and unless you're able to make the jumps from tuft to tuft, you may as well bring your bucket and spade.





JASON UP
BIRDIE ATTEMPT

As you trundle across the various courses in the game, you're accompanied at all times by the quirky Americanised voice of the commentator. He doesn't really do much more than than let you know what you've just achieved (i.e. the crowd applauds and he shouts "Eagle!" etc.) but it all adds to the atmos. He doesn't use people names, but if there's a particularly interesting shot about to be taken, again, he'll make some announcement. And, er... there you go. Very nice too.

THE VERDICT

Thanks to the likes of the brilliant **PGA European Tour**, I now approach golf games expecting to enjoy them. This wasn't previously the case, but **PGA** showed that with a bit of thoughtful presentation and a decent control method, there's a lot of fun to be had — especially with a gang of mates. The fact that **Sensi Golf** allows you 72 players takes this 'gang' theme into new realms of gangness, and though I can't ever imagine 72 people playing at once, at least you have the option. The game looks excellent, with the only real problem being the inconsistent 'realism' of what you see, particularly with the trees (see caption). This is a right old pain, especially when you're neck-and-neck with a CPU player who occasionally pulls off miraculous shots. There's nothing major to moan about with **Sensi Golf** and for what it is, it's really quite lovely. Perhaps a couple more graphic treats wouldn't have gone amiss (you know, golfers jumping up and down after a good/bad shot, etc.) but having said that, look at how crap **Football Glory** was when it featured all those animations we thought would be groovy for **Sensi Soccer**! Over the past week I've played a number of tournaments against my mates, and though we've got through each game without losing interest, by the end you're not exactly desperate for another round. The game is attractive to look at, has a simple and responsive control system (unless you're Lisa from **CU**!), and some of the courses are extremely well-designed. Unfortunately, because of its simplicity, it doesn't offer anything new to the genre. In its own way it's as rewarding to play as **PGA**, and is certainly more likely to be fun for a few mates huddled round the telly. It's just a good golf game for one of those rainy afternoons. Still groovy, though.

A500/600

Publisher: Virgin
Developer: Sensible Software

£29.99 Out Mid-July

Not Hard Disk Installable

Joystick

Memory	Disks
1Mb	3

GRAPHICS	83%
SOUND	83%
PLAYABILITY	88%
LASTABILITY	80%
OVERALL	81%

A1200
CD32

Although this version runs happily on an A1200, no specific version is planned at the moment. However, if any CD32 or A1200 version is to appear it won't be until the end of the year.

X-FIG

This little fella' received a mixed, er... reception when it featured on our coverdisk a while back, but Matt Broughton reckons it's well worth scratching beneath the crusty-looking exterior. Which is why he brushes his teeth every morning.

Beat-'em-ups though, they're great aren't they? Well actually, no — not always. We've certainly had our fair share of stinkers on the Amiga, with such past poos as *Dangerous Streets* and (how could I forget) the crême de la derriere, the original conversion of *Street Fighter 2*.

Thankfully, we've got some, er... 'great' BEUs to look forward to. No, really. There's that 'fantabulous' Millennium *Master Axe* affair a-loomin over the horizon, not to mention US Gold's second attempt to convert the *SF2* gang. So, what are we supposed to do until these little chaps appear? Well, if you've got a CD32, you can buy this little fella, that's what!

X-Fighter has landed fairly out of the blue, with very little build-up, and a fairly low profile. The author has never done a full-priced game before; and certainly Thalion is new to this sort of game, cos usually it plops hot buttered RPGs in our receptive gobs.

As is always the way with newcomers, *X-Fighter* is interesting because it doesn't follow the accepted formula (that's rubbish, Matt! Lot's of newcomers follow an established formula — look at *Shadow Fighter* — Andy.). There are 32 characters to choose from, these being teamed into eight distinct groups, each with a fair old plethora of moves and combinations at their disposal.

There are single player options, the traditional two-player verses battles, a sort of 'tug of war' affair, and a tag team game where players can have multiple characters on their side (an effective handicapping system too).

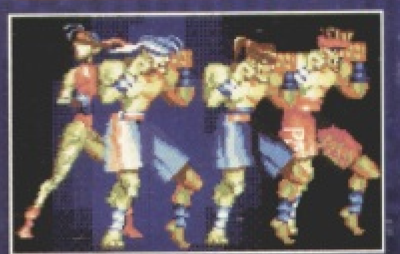
One rather strange facet of the game is that, although there are 32 fighters, you can't be any of the eight females. (Er... so they're a bit pointless, then? — Haz.). Well, apparently not, mate. Having talked to the programmer, Kwok, it appears that he'll be releasing a cheat later on that lets you to play the game as a lady. Great idea, that, leaves me feeling satisfied. Honest.

So there you go — now you know why I don't mention the rather tasty looking babes in box-outs cleverly called 'ARSE'.

MEET THE GANG!

though there are 32 different characters in the game, they all belong to one of eight specific groups. Each group member fights in a similar way, but with subtle differences in special moves and character combinations. For instance, within the martial artists, Dragon fights in much the same way as Tiger, except he has a great fireball where Tiger has a spinning jump. This is an excellent idea, as it means not only can you go for the style of fighter you like, but can be even more specific about preferred individual moves too. Let's meet the gang, shall we?

GROUP ONE – THE THAIS



Introducing Kei, Ty, Kwon, and Ko. The Thai Boxers are the only group that resemble other BEUs (they're similar to *Street Fighter 2*'s Ken and Ryu). I'm not all that keen on playing from this group for some reason, but as opponents they're right gits, with Dragon Punches to get you close-up, and walls of fire to get you from long range.



GROUP TWO – THE JETS



Introducing Phoenix, Tiger, Mantis, and Dragon. The Martial Artists are the tops as far as I'm concerned. I now always play as Mantis, and he is the dog's danglies. These agile fellas have excellent close-range moves that deliver multiple blows. Get in their face, pull off a back-flip, and watch as you score about three hits at once!





HTER

GROUP THREE – BOUNCERS



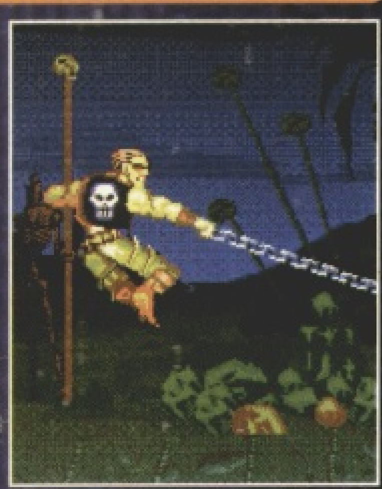
Ici Fuse, Vex, Psyche, and Head, The Bouncers. Gits to fight against, with limited moves, but extremely damaging throws and holds. Once Vex grabs you, spins you in the air, and breaks your back over his enormous shoulders, you can look forward to losing at least a third of your energy!



GROUP FOUR – GREASERS



Spoiler, Cage, Cable, and Axel are The Greasers. They are buggers as, not only do they carry weapons, but the weapons can stretch across most of the screen! This calls for some effective blocking, not to mention the odd 'leap of faith'. Needless to say, a fireball wouldn't go amiss here.



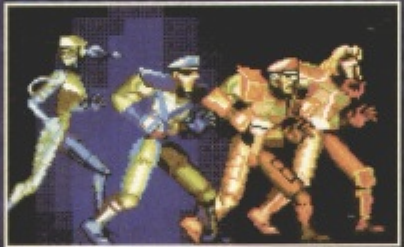
GROUP FIVE – NINJAS



Ladies and gentlemen, show your appreciation for Kuma, Gheki, Ginzu, and Ruken, the Ninja Assassins! A close second to The Jets as my overall faves, and... they've got swords — YES! These buggers leap the width of the screen, rolling and tumbling with blades a-flailing! Cool.



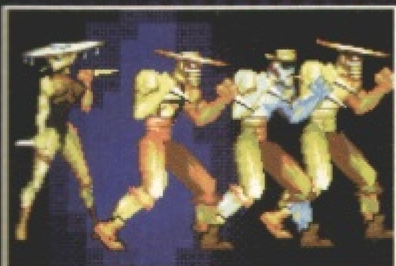
GROUP SIX – MERCS



Tiger, Colonel, Major, and Lieutenant are Soldiers and a right pain in the arse too, mainly because they can throw huge fists at you from both long and short range. They are good 'all-rounders' as the flying fists keep opponents back, and should Very bloody hard geezas indeed.



GROUP SEVEN – HUNTERS



Mes dames et Messieurs, je vous present Sandy, Tex, Duke, et Mack, The Bounty Hunters. This is the only group which doesn't have the same controls as the rest (with a couple of exceptions from the Bouncers). They're all a bit deadly with the knives, and enjoy wearing silly hats. Still, fashion isn't exactly vital here, so we'll just leave them alone, eh?



GROUP EIGHT – DEATH



Introducing: Phantom, Mask, Shadow, and Ghost. These sexy looking muthas belong to the Minion of Death group — and well-hard they are too! These fellas are brilliant because they can best part of fly, as well as electrify people, levitate them into the air, and... oh yes, punch quite well an' all! If your looking for an interesting fighter with no apparent respect for the laws of physics, look no further than these catsuited folk.





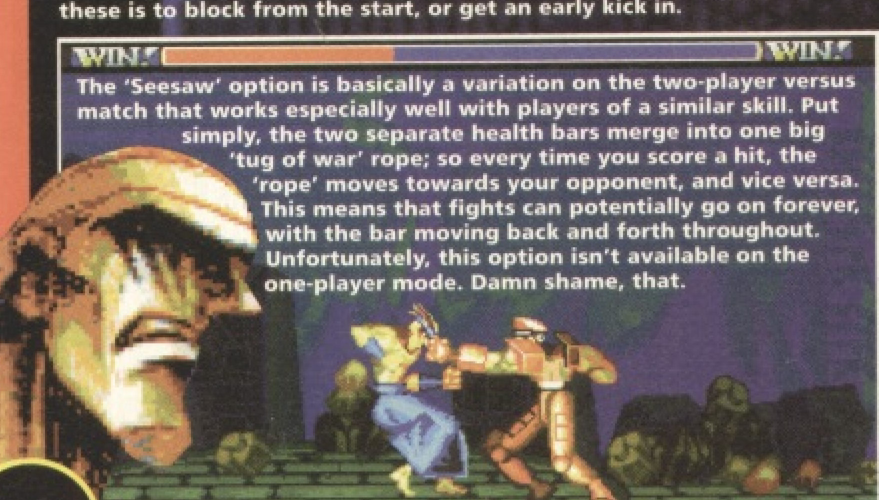
Choice isn't the word when it comes to picking your fighter in *X-Fighter*, with 32 beauties to choose from. Actually, that isn't entirely true, as the female characters only become active if you manage to beat everyone without losing a single round (not very likely) or if you get hold of the cheat that brings them into play (again, not very likely, because the author hasn't told anyone what they are yet!) Still, 24 isn't exactly a small number, and you'll probably spend a couple of days just working through the lot!



One of the best things about *X-Fighter* is the way it allows you to keep hurting people even when they're already flying through the air. Punch a fella into the air, jump after him, and kick the git again. Now, land in front of him and uppercut him into the air as he lands! It's great isn't it. You can keep this up for ages! If you get a couple of hits in, pull off a special combo, and then kick him about a bit before he lands, you can get tons of hits in one go. My record is a nineteen hit combo! Supoib!



As well as the standard combos that can be scored during the game, there are Special Combos just waiting to be pulled off (if you will). Basically, once you've registered a certain amount of hits on your opponent, the words "Super Available" will appear on your side of the screen, and, by then initiating a *Mortal Kombat*-like sequence, the screen goes all dark, your character will go onto automatic pilot, and act out a tasty set piece. The skill here is positioning and timing, but when executed perfectly, these are devastating. The only way to avoid these is to block from the start, or get an early kick in.



The 'Seesaw' option is basically a variation on the two-player versus match that works especially well with players of a similar skill. Put simply, the two separate health bars merge into one big 'tug of war' rope; so every time you score a hit, the 'rope' moves towards your opponent, and vice versa. This means that fights can potentially go on forever, with the bar moving back and forth throughout. Unfortunately, this option isn't available on the one-player mode. Damn shame, that.

THE VERDICT

Phew! What a dilemma! On the one hand you've got a beat-'em-up with playability oozing out of every pore, and on the other you've got a game with arse sound and, well, damned unattractive graphics. What a nasty pair of hands! It was sooooooo difficult awarding a mark for **X-Fighter**, but I'm prepared to defend my high score, saying that, if you give the game itself the benefit of the doubt, there really is a corking little gem within. There are so many characters to play with, and the special combos are so satisfying, beating up computer gits moves into a new realm of gratification. There are tons of features in **X-Fighter** that I'm particularly taken with; slow-motion knockouts, multiple hit combos on players, the weird flying characters, etc. but the presentation lets the game down. I (in my strange way) quite liked the game's look and feel, and I think maybe it's partly down to the 'quirkiness' that it does seem like nothing we've seen before. Perhaps if the author had been content with a brilliant engine and left the sound and graphics to more experienced folk, the game would have shone just that bit more brightly. It's a real shame that so many of the options are only relevant to the two-player games, as ideas such as the 'seesaw' energy and the tag-team tournaments are excellent. For my money, this beats **Shadow Fighter** as the best CD32 BEU (but loses marks for presentation), although I really hope that this isn't the highest mark **X-Fighter** receives, because I've been playing it now for a week and a half solid, and don't intend to stop just yet! We had a mixed reaction to the demo we ran a few months back, with a majority of people saying that it "looked crap"... I just hope people don't ignore the full-price version for the same reason.

CD32

Publisher: Thalion
Developer: In-house

£25.99 Out Now

Hard Disk Installable

Joypad

Memory CD32 | Disks

GRAPHICS	70%
SOUND	63%
PLAYABILITY	89%
LASTABILITY	89%
OVERALL	85%

A5/600
1200

Because of all the characters in *X-Fighter*, there's no way a floppy version could be produced with less than about six million disks (approx. figure) Our coverdisk is probably the only floppy version you'll ever see.

X-FIGHTER

TACTICAL MANAGER 2







"Hello? What's this, then, children? A nice new game about managing a football club?" Harry Attrill has to explain to Brian Cant why he's only half right.

I was walking along Leather Lane and this scruffy-looking bugger shouted at me; '*Big Issue*! *Big Issue*! Buy one 'cause I'm a crap pickpocket'.

'Now, that is quite funny,' I thought to myself, and as jokes go, almost worth 70p in itself. Almost. Sadly, worthy though the *Big Issue* undoubtedly is, it is a neatly prepared cress-sandwich of a magazine — ie. nothing remotely tasty lies within its boards. So, readers, what did I do? Give the Mr. Funny 70 pee, but tell him to keep his rubbish mag? Hand over the cash, take the *Big Issue* but tip it in the first bin I saw? Or, did I simply ignore the poor sod and swan on, an enigmatic smile playing about the corners of my smug but delectable mouth as I pondered, 'Hmmm... this incident would make quite a good introduction to my review of *Tactical Manager 2*, because it is a completely 'nob' game and Christ alone knows how I am going to make a simple statement like '*Tactical Manager 2* is a nobby game' stretch over the requisite area of space. Oh, bugger I've given the game away now.

You see, it's either bake the thing up and fill with any old rhubarb, or construct an elaborate verbal echo-chamber in order that the words 'crap game' might resound with ridiculous pomposity about the known universe. CRAAAAAP...APP... APP... APP... GAYYYYYME... AYME... AYME... AYME etc. etc. Hmmm... I see that many of you remain unconvinced. In that case, ladies and gentlemen, may I present this month's Verdict, His Excellency Crown Prince Ludwig of Arsegamia.

This is your main screen. Readers with a magnifying glass will be able to make out the side-splitting teleprinter message.

Above: This action packed lovely is what you see when you play a game. In the top right is the pitch and this red rectangle moves up and down it a lot. This represents the team in possession. Meanwhile, for your further excitement, a clipped commentary scrolls down to give you more detail. These match facts are repetitive in the extreme and after a few games, you've seen everything, even a pitch invasion. Still it's the stats that count, that's what I always say with games like this. Shame they are wrong then isn't it?

THE VERDICT

Tactical Manager 2 is the thrusting heir to the seat of **Tactical Manager**, which, I should point out, Andy rated highly — 80 percent 'highly', in-fact. The 'new' game (not my word) shows few signs of having gone out on a limb graphically, and one's first impression is that **TM** has managed to survive the appendage of a naughty '2' almost completely intact. So what, though, I bet you're thinking, what we want are lovely stats! Well, you do get rather a lot of those, but sadly quite a few of them appear to be out of date. I managed Reading, who are Lee Nogan-less, and a cursory glance at The Villa revealed that Guy Whittingham was still on the books, while Tommy Johnson and Gary Charles remained at Derby. As did Gordon Cowans, who has been at Wolves for yonks. Oh, and Andy Cole is still at Newcastle! Now call me Mister. F. Unfair, but surely this is arse? Black Legend promises an update disk at some point but by the roscid jube, even the managerially puny **SWOS** hath more up to date stats! Okay, so **TM2** is playable, but everything creaks. Take the 'play match' window and compare it to **OTB**'s or **Premier Manager's**, and the game fails by rather more than the size of a big yellow field to cut the interactive mustard. **TM2** only has data for the Premier League and the Endsleigh Division 1. Surely the omission of Divisions 2 and 3 saps the game of any realism? No, Black Legend, no. This simply isn't good enough. The result. **Tactical Manager 2**, Everyone Else, 5 billion.

A500/600

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Developer: In-house
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GRAPHICS	40%
SOUND	25%
PLAYABILITY	1%
LASTABILITY	50%
OVERALL	24%

A1200 / CD32

Slithers like a greased hare on any Amiga. As there are no graphics to speak of, a CD32 version would seem superfluous.

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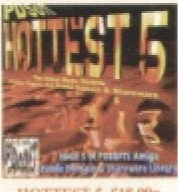
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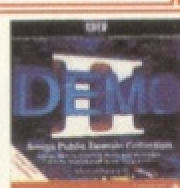
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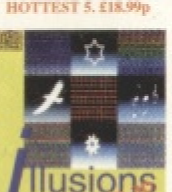

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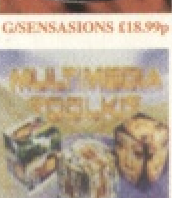
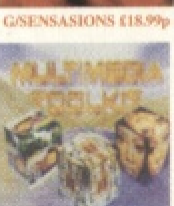
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R E V I E W

BEHIND THE IRON GATE

Black Legend has spent a long time telling us how good its Polish programming team is, but can it really deliver Doom on the Amiga? Andy Nuttall remains sceptical.

"At least they're low security inmates on this floor' he thought. He started to inhale deeply and then in short pants, psyching himself up..." In 'short pants'? Regular readers will understand my joy in reading a sentence like that in a game manual. It was almost certainly written by a Pole, and I am reading a first draft copy, but even so, such gems cannot go unreported. Also see: "It was here that most of Europe's rouge machinery was kept under lock and key," and "The ledge was barley big enough to stand on."

Above: In a rather comedic piece of armour-placement, the first protection you come across — to prevent any flak, fire or laser from rending your body in twain — is this small riding helmet. Made of polycarbon, it offers "good protection". But only if you fall over and hit your head, presumably. Christopher Reeve wears one.



Above: Friedrich Engels, possibly. The bloke on the right, that is. The thing on the left is a robot, in the distance — but with the tremendous firepower at my fingertips, Meester Engels can only look on with disdain as I send the being to an untimely demise. Incidentally, if that isn't the Engelsmeister, then Harry has guessed incorrectly. Again.

The point of such translatorial jiggery-pokery is to describe the plot, and discarding all the rubbish about prisons, and robot inmates going awry, it can best be condensed as 'this is a *Doom* clone'. Actually, even that is inaccurate: this is in fact more *Wolfenstein 3D* (the PC game which predated *Doom*). The 'prison' is eerily accurate, but only to the point that most prisons you see have uniformly dull decor and very little going on in them. There are barred doors, and switches to open them; there's discarded weaponry lying in dimly-lit corners, and, more awkwardly plot-wise, loaves of bread, hard-boiled eggs and cans of cola. Presumably the riot happened at breakfast time, or something. (Coke at breakfast? Andy, you are a barbarian! — Haz.).

The awry-gone droids, intelligent enough to kill their captors, are apparently too dense to have realised that once their keepers are gone, they're still shut inside the prison. Quite what sort of danger they represent to society while locked away remains a tortuous plot link, but the fact is you've got to free them, by opening all the doors, and then blow them away.

The arsenal of hardware at your disposal would make Rambo feel a bit girly: such delights as Kalashnikovs, miniguns, laser rifles and cannons, hand rockets and plasma-powered Stun Bolters can be picked up, along with their various ammos. I must also mention the shop which, despite a big holocaust on the scale of the LA riots, still manages to keep trading. Wait a minute... a shop, inside a prison, selling very high-grade weaponry? Er, hang on...





Above: Luckily, the weapons discarded by the faltering prison guards not only lie in simple-to-pick-up canisters, but are accompanied by large picture posters on the wall. This piece of fortune makes them easy to identify — but adds yet more flim, and a modicum of flam to the plot.

Below: Other pictures on the walls break up the monotonous decor, and also provide useful services such as pointing the way to the canteen — which is where you'll find the majority of dropped food. Like *Doom*, and other such games, a simple loaf of bread can transform a near-corpse into a fully-fit, Adonis of a man. Mind you, it is wheatgerm.



Below: At the end of each level, you find a small general store offering high-grade military weaponry, which you can buy using a certain amount of money paid as a bounty on the robot inmates. Presumably there's some sort of cashpoint as well, then. (Christ, Andy! — Haz.).



Left: Ah, and another situation where a robot becomes disabled in front of a kabanos-munching cabbage. This time, Karl Marx, whose grave I visited only yesterday — but only to laugh at the amusingly large head atop his centrepiece. Missus.

Right: Blimey, Pamela Anderson in cyberspace! Er, silicon implants, etc. Something funny, over there. The levels of the prison are split into grades of inmate, and you tackle the easier sections first to get you into the mood. This is a bit of a meaty momma, from level three or so, so there are only another 22 to go...



THE VERDICT

It's easy to become biased when you're faced with a game like **Behind the Iron Gate**. Look at you: I bet you've already scanned this paged and laughed heartily at the screenshots, especially if you've got an A1200. But let's remember that this thing will run on any Amiga, and allow me to tell you that it'll be difficult to get closer to **Doom** on an A500 or 600. We're already aware of the possible travesties awaiting us: **Death Mask** set the precedent for all others to better, which, to be fair, all others have. But while games like **Fears**, **Gloom** and **Switchworld** are plundering the power and glory of the A1200, along comes little **BTIG**, with its... well, minimalist graphics, and springs a decent game on us. The first attention-to-detail piece (from, and I can't stress this enough, a company which has never produced a game before) is a choice of four different control methods. The sound is as sparse as the colour, but the unusual throbbing sound which permeates the corridors of the prison, coupled with the odd spot-FX, creates a simple but effective setting. There's no save game facility, but there's a password system — the next best thing. Above all, there's some effective firepower, and as the majority of **Doom** players will tell you that's probably the most important factor. **BTIG** will never match **Doom**, so don't expect it to — and if you've got an AGA machine, look elsewhere for your thrills. But if you fancy a nice bowl of atmospherics, with a spoonful of weapons and trinkets sprinkled on top then **Iron Gate** should keep you going.



A1200 **CD32** The marks above are for an A500, so don't expect 78 percents-worth of entertainment if you run this on an A1200. If you have an AGA machine, wait for one of the other Doom clones instead — more than one of which should end up on the CD32.



In desperation, we've legged it down to the coaches room, where you can allocate on a player-by-player basis how much time the coach spends teaching individual skills. Except, of course, the coach is nowhere to be found.

Wandering into the board room to check out your performance so far you suddenly realise that everyone's buggered off. Or have they? Clicking on the board of directors chair you get a ghostly "I've got nothing to say!" Spook!

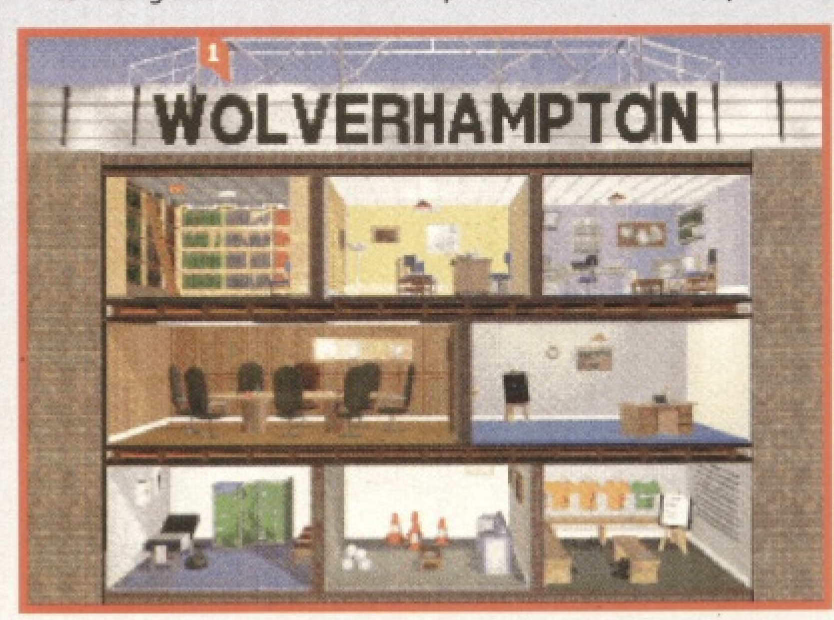
Below: In the finance office we should be able to grant player bonuses, look at the books and see exactly how long it'll be before the club goes bust. Mysteriously though, there's no one here either. Now what was the combination to that safe...

'S funny, isn't it, how software companies battle it out tooth and nail trying to better each other? Having been bested in the arcade football stakes by arch-rival Sensi Software, Anco went off in a big huff to create a footy game you could not only play, but er... sort of manage things with as well — the result, the cleverly named *Player Manager*.

Not being one to sit on its laurels, (because they can be quite sharp) Sensible followed a similar route, adding management options to Sensi and resulting in the infamous *SWOS*. *Player Manager 2* is Anco's attempt to hit back. Up to four players can join in, and they need to take their teams to the top of the league. Offering pretty much the same options as most games of this type, *PM2* allows you to arrange pre-season friendlies, pick and choose your sponsors as well as hire physios and coaches to get lick team into shape. (Missus! — Everyone.).

Once into the season you get to muck about in all the other aspects of footy management. Being the boss, you have a plush office where you can scrutinise team members and botch tactics. In addition, you can visit the financial directors to plead for extra cash, keep up to date with the latest happenings in the press office or meddle with your teams training schedules in the Coaching room. Other places of interest include the Board room, where you get to see how well/badly you're doing, and the archives where you have can thumb through a wealth of information about fixtures, results, players and records.

Once all the pre-match preparations are made, it's time to head to the boot room where you can give your team a final pep-talk before heading out onto the pitch. Playing the matches can be achieved in a number of ways: using the "Fast Scanner" to zip through the match quickly, you can sit and watch, changing tactics as you see fit, or get your hands dirty and join in yourself, playing either in the traditional "closest to the ball style" or Anco's role-play option where you play just one member of your team. Options, then. They're great, aren't they? Or are they?



On returning to deepest, darkest Wolverhampton, you're shocked to find that Harold Lloyd styley a wall has fallen off the club HQ... builders today, eh?



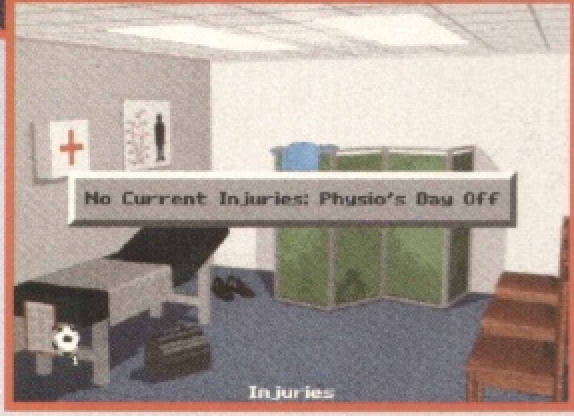
Relaxing on a deserted beach somewhere, a few weeks before the season starts, it's your job to phone around arranging friendlies, signing up sponsors and recruiting new staff. Whilst sipping pinacoladas and building sandcastles.

Football management, though, it's great isn't it? I can't reme last time we had one of these to review on The One. Matt Br is shocked by Anco's innovative approach to gaming.



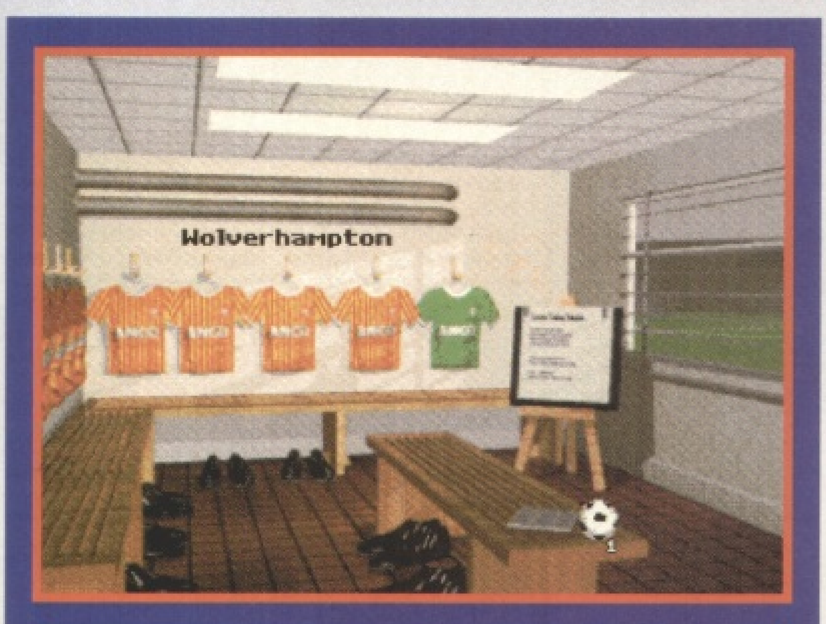
PLAYER MANAGER 2





Left: Hoping to find the reason for the complete lack of people in the building (a deadly disease, or global warming perhaps) I've found the archives. Disappointingly, though, all this tells us is the previous performance of the various clubs. Oh well.

Abandoned and rapidly gathering dust is the club Physio's room. Aha! Medical records! Clicking on the only relevant graphic in the room (the clipboard) gives us the cryptic information that no one is injured. At least we know why the Physio isn't here...



Feeling lost and utterly alone, we blindly make our way to the boot room. Once a hive of pre-match activity, where tactics were discussed and pep talks were given, it's now as empty as the rest of the building. But wait... what's that voice?



"Build it and they will come..." Wandering out onto the pitch, we find ourselves, *Field of Dreams*-style in the midst of a phantom game of football. Yay! Come on you Wolves!

THE VERDICT

Right from the kick off, **PM2** is off to a poor start. Drab graphics, chunky text and poorly drawn logos bestow an amateurish feel to the game. The only notable exception is the cut-away view of your club, which is quite pleasant. Many screens look shoddy in comparison to recent releases, such as **Ultimate Soccer Manager** and **On The Ball**. It's not always obvious what you should be clicking on in some of these locations, leaving you fumbling for the manual, though that in itself isn't a capital crime. Unfortunately, the management side of this game is pretty pedestrian as well. One of the problems is that there's no consistency to the game. Each of the areas of club management is handled in a different way, with a different graphic approach compounding the muddled appearance. On the positive side, the scouting is quite good, allowing you to tailor up to three profiles for players you want, before sending your bloke off snooping for them (although, strangely, the scout didn't seem too sure he could get some players for £250K, but said they were a dead cert for £100,000). In addition, the coaching section allows you to intelligently split your coaching time between players. The matches are a laugh, in a run-around-wildly-booting-the ball kind of way, but what do you expect from the **Kick Off 3** engine? Playability? **PM2** scores points for its range of views, from horizontal/vertical pitch, to an isometric perspective, but this frippery fails to pull the game out of the ranks of the distinctly average. Software retailers' shelves must really be groaning under the amount of footy-manny games available for the Amiga, and **Player Manager 2** offers nothing new. If arcade football management is your thang, check out **SWOS** instead.

A500/600

Publisher: Anco
Developer: In-house
£19.99 Out Now
Not Hard Disk Installable
Joystick
Memory 1Mb
Disks 3

GRAPHICS	44%
SOUND	55%
PLAYABILITY	52%
LASTABILITY	50%
OVERALL	49%

A1200 / **CD32**

Although this version runs happily on an A1200, no specific version is planned at the moment. However, if any CD32 or A1200 version is to appear it won't be until the end of the year.

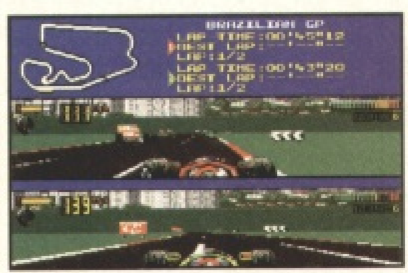
F1 WORLD CHAMPIONSHIP

F1, then. It's great, isn't it? Er, sadly, no. Nothing greater than average, a status which Andy Nuttall longs to achieve.

Since the troubled waters washed onto Commodore beach a little over a year ago, software publishers have taken vastly different stances. There are the large, whale-like organisations, like Electronic Arts, which forecasted even further reduced sales abroad and pulled out — scrapping its development in the process. Relative tiddlers, Black Legend included, continued producing their stuff, keeping a watchful eye on the Commodore developments. And slightly larger fish, Domark and Core included, already had certain games in production, and wanted to see them out to release.

'Ah, bless 'em', you might think. 'Supporting us, and that'. Well, maybe. But then signs from the latter two companies suggest that the loss-reducing side of the business has taken over — with no arguments from me, money-wise — and the pair of once-great white sharks have popped a couple of bloaters recently. Core (and I don't know why I'm picking on Core, particularly — so, sorry) has had *Skeleton Krew* and *Dragonstone*, while the recent *Championship Manager Italia '95* and, now, *F1 World Championship* from Domark smack of making a fast buck.

F1:WC, you see, doesn't appear to do very much that *F1* didn't do, aside from offering different courses. Even the advertising copy struggles, pointing out such attractions as 'split screen two-player option,' 'the fastest racing game you will ever play,' and 'best road routine you will ever see on the Amiga.' All implied, if not directly suggested, at the launch of the original *F1* game.



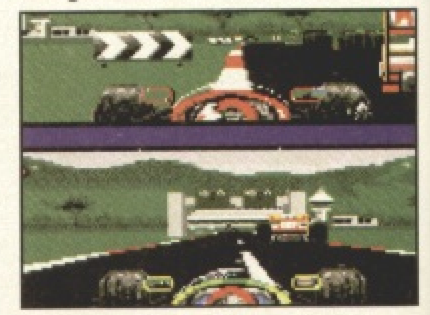
An annoying aspect of *F1* is something I call bunching, which occurs when a number of cars waltz around the track hand-in-hand. This happens especially near the start of a race, with no attempt made by either to overtake. Look, I know this is realistic, but it just ain't fun. Get out of my way!



Above: You can choose to play for any of the eight racing teams, and also choose the name you want to race under. Not the face, thankfully, so you don't have to pretend that you look like Rubens Barrichello or — worse — Damon Hiiiiill. Choose your sponsor, and away you go.

Above: The pit stop offers you the usual options, but in a different way to F1. This time your car is viewed from the side, and the options to change tyres, aerofoil positions or refuel are accessed using a number of icons.

So is it simply an update? No, apparently it's not. Domark has even gone to the astonishing trouble of hiring a completely different programming team this time around, and has allegedly written the game again from scratch. Conscious of including verdict text in the intro, once more, I denounce the actions of Domark as an utter waste of time. Excepting some kind of contractual nastiness, what reason could there be to start working again from the top of a project, with the view to producing exactly the same game again? Well, it's here now, complete, and so shall be judged thus.



Clever readers will spot that the hands on the wheel at the top belong to Andy who is pale and freckly and Welsh.



PIONSHIP



Above: Like the original *F1*, the two-player mode (or one-player against the computer) is viewed using a split-screen mode. This hands over one-third of the screen to the map, and sundry statistics for the race, while the other two-thirds are split to show the action for the two separate players. This is by far the best way to play *F1: WC*.

RACE AT INTERLAGOS

Above: The world's your oyster, or at least certain parts of it are. Might be. Erm, well, there are a number of racetracks, y'see, each of which might just yield a point or two your way. 16 in all, which corresponds to the real-life number of grands prix — unlike the previous *F1*, which had but 12.



And again, above: Different weather conditions from the host countries offer a challenge to the drivers. A weather report tells you before the race if it's likely to rain, but even in mid-race if it starts to chuck down, you can 'pit-in' and swap to rain tyres. Phew, options, eh? Here's some rain, incidentally, on the bottom left-hand corner. Funny, there looked more when the game was running.

THE VERDICT

The original **F1** succeeded the popular racer **Vroom**, some two years ago. It was easy to forgive Domark back then, for despite taking the same engine and, to an extent, the same game, and applying it to the **F1** licence, it did at least manage to do some things better. But since then two years have passed. Now, Domark claims that the new **F1**, the **World Championship** edition, is a complete rewrite of the game. To the naked, uninformed eye, though, it might as well not be. It certainly doesn't offer anything new, and for a sequel that's the gamular equivalent of launching a new brand of soap powder that's exactly the same as the last one. On the consoles, or on the PC, you might get away with it, because of the large number of other games which appear in-between. But with development on the Amiga at a lull, there hasn't been another racing game since **F1**; and... well, people just don't forget that easily. They don't forget that the ultimate sprite-based racing games came with **Lotus** and **Vroom/F1**, they don't forget that the best racing game came out nearly three years ago: **Formula One Grand Prix**. **F1**'s got everything you could want from a racing game: excitement, reasonable accuracy, halfway-decent opponents, speed — indeed, claims suggest that it's faster — yes — even than the original **F1**. But it's not fun, and the reason it's not fun is that we've seen it all before, and again before that. The original **F1** should be available pretty cheaply in your local store: if you must have a racing game, buy that instead. If you invest in **F1 WC** it won't be so bad, but there really are better things to do with your life. (How very deep, Andy. — Haz.).

A500/600

Publisher: Domark
Developer: Peakstar

£29.99 Out Now

Not Hard Disk Installable

Joystick/Keyboard

Memory	Disks
1Mb	1

GRAPHICS	67%
SOUND	65%
PLAYABILITY	70%
LASTABILITY	55%

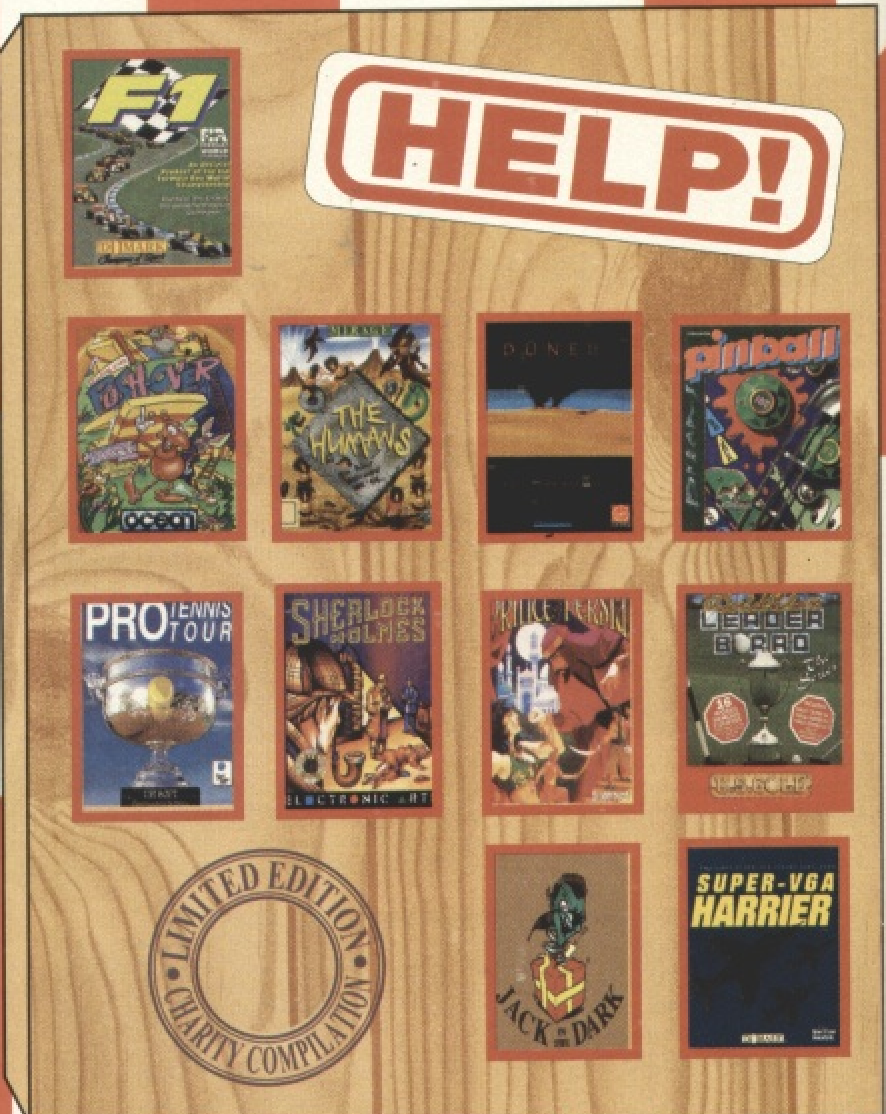
OVERALL **58%**

A1200 **CD32**

Neither machine will be supported specifically, although *F1* will run happily on an A1200. (Why has nobody made the obvious gag yet? *F1:WC* 'Toilet Racer'. Aha-ha-ha! — Matt.). (Possibly because it isn't funny.— Haz.).

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UPDATES..UPDATES...

Gosh, what luvverly 'Updates' we have for you this month! Matt Broughton can't believe his luck, as once again he inspects these little old darlings, rather than review any exciting new games. What a lucky fellow he truly is. N't.



SYNDICATE

CD32 ● Bullfrog ● £34.99

Rather curiously, young Alan is (as I write, in fact) sitting opposite me pondering over the budget-released original version of *Syndicate*, so I'm not going to waste my breath telling you what it's about, as (hopefully) he already has done. (Er... no he hasn't mate. 'Replays' always comes after 'Updates'. Readers will find Alan's enlightening description of *Syndicate* on page 54 — Haz.)

It's an epic game, isn't it, though, as you seek to influence the entire planet, region by region, using your team of elite, cybernetically-enhanced agents. Assassinations, rescues, death, it's got the lot!

Your team evolves as the game plays, with funds being allocated to researching bionic improvements, weapons, and gadgets (like the brain-washing device for 'recruiting' new field agents). The game relies heavily on violence, and who could forget the joy of creating a human kebab with a nice flame thrower! The CD32 version doesn't really do much to improve upon the original, although the joypad has been cleverly calibrated to make use of as many button combinations as possible. The pad allows you to move from the playing area to the control panel, to toggle through the available agents, and, of course, shoot things. Lots of things.

I'm not a great fan of joypads for games like this (i.e. *Cannon Fodder*, and er... some other ones as well) but you can still plug in a mouse and scuttle about the place as fast as your little legs can carry you; so, if you didn't get *Syndicate* first time round, now's your chance. With both budget floppy and CD versions now available, there's really no excuse.

OVERALL: 90%

UFO: ENEMY UNKNOWN

A500 ● MicroProse ● £29.99



Oh lord — this is slow! Damn! *UFO* was one of my favourite games of last year, and though it's nice to see MicroProse thinking about the pretty little A500/600 owners, I think perhaps the game in question is a bit too large for the darling lawnmower of supercomputers (er... that'll be the A500 you're talking about there will it, mate? — Haz).

UFO: Enemy Unknown is a sprawling pasta platter of strategy, research and combat tagliatelle (served on a bed of rice and mouse-controlled prawns.) You are charged with running the combined Earth forces known as X-COMM [Isn't that the company that bought Commodore? — Andy.], and must manage the planet's resources against an enormous alien attack. First of all there are just the odd UFO sightings — quickly dispatched with your powerful interceptor craft — but as alien activity increases, with ground assaults and terror attacks in civilian areas, you'll need to build up your bases and look to start capturing live subjects and weaponry for research.

Once the aliens have landed (or been shot down) you can move in with your hardy soldiers, at which point the game switches to an isometric-viewed strategy combat game, very much in the mould of *Laser Squad* and *Sabre Team*. This is jolly bloody difficult (unless you're armed to the teeth), and jolly good fun, although the computer can take an age to play out it's turn. And that's where the trouble starts...

The original A1200 and CD32 versions were troubled only by this CPU 'turn-time' prob', and though this is only marginally worse on the A500, you're now looking at five disks throughout the game, all of which guarantee a nice bit of the old of swap-o-rama. The data isn't arranged too badly, but the game does go through fair periods of inactivity, and having to watch tons of disk requests doesn't do the game any favours. The response time for mouse clicks and general movements is also a tad chuggy, and when it comes down to the isometric combat (once all of the disks have played 'musical chairs' for a what seems like eternity) you'll need bags of patience to survive the trauma. The graphics have been simplified and the excellent music from the original (which shares my 'Best Game Music' Award with *Reunion*) has been trimmed and shaved.

UFO is a truly marvellous game, but a machine as slow as the A500 is never really going to do it justice. A shame, that, but at least it's available, eh?

OVERALL: 73%

I am gripping my barrel.

VIROCOP

A500 ● Renegade ● £25.99

Just in case you missed last month's *Virocop* cover, coverdisk, and review (boy, did you miss an issue!) then you won't be all that familiar with this rather shiny little program. Yes, folks, *Virocop* is a gem.

Being a Graftgold product, it's hardly surprising to find that the game is very much in the 'good old days' mould, with very few 'clever-yet-not-fun' elements, and a whole sackful of groovy arcade treats. You are a rather cute little robot called D.A.V.E. who has to enter a number of different computer games, hunt down nasty viruses and blow the buggers up.

Of course, nothing is that easy, and the game characters also treat you as an unwanted guest. You can expect to have tennis balls thrown at you in the sports zone, hundreds of miniature soldiers charging at you in the *Cannon Fodder* clone, and enormous dustbins throwing junk at you in the *Urban Jungle* level. Each 'game' has a number of levels and an end of level guardian.

You can collect point bonuses throughout and power balls that can be exchanged for better weapons as you progress. Homing missiles, flame throwers and plasma guns are all on offer, as well as a number of 'specials'.

Virocop is as slick as Slicky the slick-insect (er... not quite, mate. — Haz.) and doesn't seem to suffer from being squeezed onto the A500. There is one fewer level in this version than there was in the A1200 game, but other than that and a bit of slow-down every now and then, the game remains intact. There are a few less incidental graphics here and there, but I can't pretend this makes any real difference to the 'body' of the game.

So, there you have it; a brilliant game, made no less brilliant with a few less colours and ribbons. Really quite, quite groovy, and well worth the dosh!

OVERALL: 88%



REPLAYS!

We had hoped to leave all of Replays to work experience fella Alan this month. 'Fortunately' someone very kindly deleted half of his copy before I could get to it (er... thanks) so below you'll find a mixture of Alan, Matt, Andy, and Harry's fruits, all chopped up together (if you will). With lemonade.



A-10 Tank Killer

Kixx XL, £12.99

A-10 Tank Killer is a flight sim named after a Dutch motorway. Or something. In true flight sim fashion, it allows you to fly an aeroplane, kitted out with all the latest in high explosive instruments, and occasionally attack slow moving ground vehicles and buildings. Lovely.

Before each mission you get a pretty picture of a general, or other military boss, telling who to shoot at and who to help; information which you can then go on to ignore in favour of massacring anything which has the cheek to move while in your gun sights. Or not.

The game itself is pretty good, with all the usual flight sim features (i.e. a map, a variety of weapons and different plane views, etc.) and the graphics are competent, although a little dated — though the explosions are pretty impressive. A range of control systems are offered, but the joystick works perfectly well when used with the keyboard for weapon selection, throttle and the map.

Some of the missions are a bit on the boring side, as you fly for ages across a flat landscape until you find your target, which then hurtles past at the speed of sound, too fast to hit. Meanwhile your wingman has flown off, blown everything up and is back for tea before you've worked out how the throttle works to get off the runway. A nice touch is the radio messages which flash across your screen during the course of the missions, telling you who's just died and where people are.

When compared to modern flight sims *A-10* is left behind a bit, but for this price it's a perfectly good flight sim. It will certainly keep you going for a while if you play all the missions. [AR]

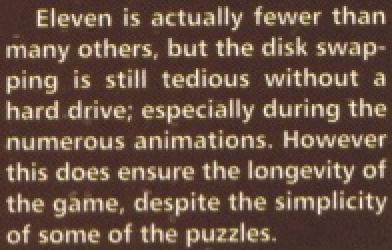
OVERALL 64%



'Like a bridge over troubled water, I will lay me down'... and get blown to smithereens. This is The Humber Estuary by the way, Geography fans.

Indiana Jones and the Fate of Atlantis

Kixx XL, £12.99



If you were sad to see an end to the *Indiana Jones* films, you'll be thrilled to hear that the Man With The Hat is back in this LucasArts resurrection. Once more, Indy sets out with a woman and a whip to thwart the archeological aspirations of the the Third Reich. You'll travel all over the world, meet all kinds of characters, and well, you know... all that normal adventure kinda' stuff. You can choose to play down one of three 'paths', opting for more action or puzzle-strewn versions of the game.

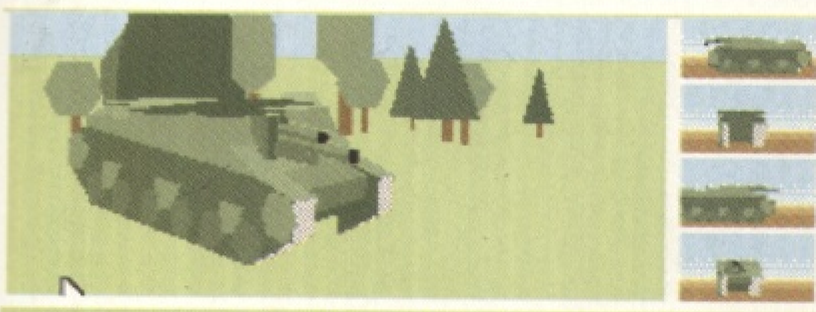
So how does our intrepid explorer fare on this adventure? Fairly well, actually. Although it has dated since the rave reviews it received when it was released, this is still an excellent game. The interface is almost identical to that of the *Monkey Island* games — a definite plus — and the graphics and close-ups are competent if not as high a standard as some of the more modern additions to the genre. The puzzles are a little easier than those in *Monkey Island* but if they don't keep you going, the obscene number of disks squeezed into the box will.

Eleven is actually fewer than many others, but the disk swapping is still tedious without a hard drive; especially during the numerous animations. However this does ensure the longevity of the game, despite the simplicity of some of the puzzles.

If you feel like continuing the adventures of the Bloke With The Bullwhip, and you have a hard drive, then this is certainly recommended. Along the way it allows you to fly an aeroplane, pilot a balloon, and all this while being kitted out in all the latest in high explosive instruments. Occasionally you'll even get to beat people up!

There are, thankfully, no red herrings or useless conversations to throw you off the scent. This means that by picking everything up and talking to everybody you'll find it fairly simple to progress, without ever being too obvious. Overall, then, An excellent adventure — and as we don't get too many of those on the Amiga I suggest you go and buy it! [AR]

OVERALL 86%



CAMPAIGN 2
Empire, £14.99

Campaign 2 isn't pretty, no, precious, but it's big. Like Bedfordshire, only more warlike. Following on, rather inevitably, from *Campaign*, Jonathan Griffiths' second bellicose coming-out stars six of the 20th century's later conflicts, including Korea, Yom Kippur and The Gulf.

Each different theatre has been painstakingly researched (the game credits real military advisors) and troops are deployed as accurately as possible. And, by Ares, if that isn't good enough, you can invent your very own global hotspot with a handy little device called the 'campaign editor', so this game should never grow old!

Be warned though, at the die-cast, diorama-drenched heart of *Campaign 2*, their lurks a great strategic pump-thing, but as El Upchurch was relieved to discover in his original review, (*The One* March 94) for those that prefer to play their games in the shallow end, then an all action 3D combat section is included to provide the non-wargaming majority with those emulsifying arcade moments.

Graphic foibles aside, *Campaign 2* still sort of fails to hang together too coherently, though individually, the two different elements, table-top strategy and 3D action aren't half bad.

The fact that it's available for all formats and now costs a measly £14.99 instead of £34.99, persuades me that it is worthy of a decent mark, but arcade-buffs would do well to consider the likes of our old friend *Gunship 2000* and even the imminent and lovely looking *Coala* before taking the plunge. [HA]

OVERALL 78%



Matt has made it quite clear that he'd like me to explain *Syndicate* (so that he can just refer you to this when he comes to do the 'Update') so...

Syndicate is set in a depressing future where corporations and rival crime syndicates rule. As an executive, it's your job to organise missions for your team of cyborg soldiers; equipping them with high-tech weapons and gadgets, and then guiding them from above through the dangerous cities below. All of this action takes place in a bleak, *Blade Runner*-esque cityscape, with you using the tried and tested point 'n' click method to manoeuvre your hardy fellas around the place, guided by a tasty radar system and map facility. The scenery definitely enhances the atmosphere and little touches such as exploding dustbins and shattering windows make the gunfights spectacular.

But the game, though. It's great. There are tons of things to kill, tons of missions to undertake, and tons of high-tech weapons and gadgets to sod around with. (That's enough 'tons', Alan — Haz)

Though I doubt anyone who owned an Amiga when this game came out hasn't already got a copy, if you're new to the Amiga scene (which isn't as easy as it sounds as there haven't been any available for yonks!) grab it now. [AR]

OVERALL 90%

SUBWAR 2050
Power Plus £16.99

Float-sim, or sink-swim? That's the question on my lips at the moment, as I recall the original review of *Subwar 2050*. Cleverly, I devised a new 'genre', the float-sim, for *Subwar* is indeed a flight-sim under water. However, as Harry (damn him) pointed out, submarines don't float. They sink. So, the term 'sink-sim' was applied to *Subwar*, and it's stuck.

Anyway, just thought I'd share that with you now that *Subwar*'s been released on budget for a measly 17 quid. Working only on an Amiga 1200 or 4000, this rather slow and turgid simulation — after all, even in real-life submarines aren't so exciting to pilot, are they? — makes use of some exciting Gouraud shading and texture mapping. And we're not used to those things around these here parts, I can tell you; they're oft reserved for PC boys.

So, aside from looking rather sexy, (while it's moving), *Subwar 2050* has got loads of missions and seas. The missions, which are very flight-simmy, involve sorties behind enemy lines, rescuing whales and destroying other submarines. Realism isn't a problem, because the FX, control method and visuals immerse you deep under the sea. It's all done rather realistically, see, but you really need more than a modicum of patience to follow it all through. If you find flight-sims turgid, this definitely won't be for you; but a fancier of all things strategic and tacticular will feel all at homesome. I thankyou. [AN].

OVERALL 80%

MEGATRAVELLER 2
Action Sixteen, £14.99

Blimey heck! I bit off more than I could chew when I volunteered to review this sucker. I was hoping for a bit of the old space exploration, and instead I find myself confronted by a 70 page manual, instructing in the sort of detail that wouldn't look out of place in an SSI role playing package.

This, and let's be quite clear on the point, is a fairly complicated game. The meat of the thing IS an exploration/adventure game, but it's surrounded in character attributes, character skills, inventory manipulation, and, well the sort of stuff you'd expect from a 70 page manual!

I really don't have the space to mention the plot, but it's all to do with leading around a party of five characters, each blessed with various handy skills: talking, killing, trading, and generally interacting with a number of NPCs (that means Non-Player Characters, Haz) that inhabit the various planets and cities within the game. [that's enough 'variety', mate — Haz.).

The graphics are colourful enough, but a bit primitive nonetheless, while the sound is about as simple as sound gets.

Of course, if you're a fan of the aforementioned SSI adventures (such as my personal favourites, the brilliant *Buck Rogers* series) then you'll not be too worried about appearances, but the combat isn't as satisfying, and the plot doesn't develop in quite the same 'story telling', plotty way.

It is, though, a large enough, nay deep enough game to draw you in, and if you can be bothered to set your team up properly (i.e. making sure you have a good selection or races and skills) you'll ultimately get a fair old bit of play from the chap.

Definitely an acquired taste, but not bad. [MB]

OVERALL 79%



KILL ZONE



CAMPAIGN FIVE: SAN PULOSO CITY

PASSWORD: V6GYRSMPY9C

MISSION 1:

MISSION 1: UN RESCUE

Use fuel and ammo carefully on this level. There are 21 hostages to be rescued here, but again note that you can only carry six at a time. Shoot the enemy soldiers outside the UN HQ, and remember that you only need to rescue 18 to complete the mission — but get all 21 anyway if you can.

'Sugar and spice and all things nice that's what little girls are made of.' Wise words and moreover, words which I hesitate to use in conjunction with this month's tips. It was the 'all things nice' bit which I particularly wanted to use here, but I was worried that you wouldn't get my point if I took them out of context.

MISSION 2:

DRUG PLANT

Use the chain gun rather than missiles to destroy the buildings, because there are innocent people inside who can be rescued for an added bonus. Grab the drugs.

MISSION 3:

COUNTERFEITERS

Again use the chain gun to destroy the buildings, and pick up anybody who runs out. Shoot anything that shoots at you.



MISSION 4:

POWER GRID

This mission is pretty straightforward, as long as you approach the pylons from the north side, avoiding any trouble. Chain gun them, then go north and shoot the building, and pick up the ammo crates.



MISSION 5:

ARMOURED CARS

First destroy the laboratories where all the counterfeiter's hideouts used to be. Fly south, and pick up the assault cycle. Get used to the little thingummy, then go and destroy the cars which will, by now, have started to move. A good way to bag 'em is to leave mines in their paths, but remember you only need to get four to complete the mission.

Part 2 of our extended helpful coverage of this Ocean Classic. Oh bugger, look I've peaked prematurely, and there are still two lines to fill up. Whatever shall I say?



MISSION 6:

DETONATORS

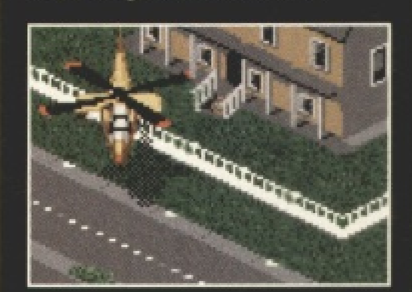
Retrace your steps, and carefully (not to mention slowly) pick up the detonators which the cars left behind. Now head for your helicopter.



MISSION 7:

C4 EXPLOSIVES

Use missiles to destroy the units defending the building, then use the chain gun to bag the building itself. Pick up the C4, and get out of there.



MISSION 8:

DRUG LORD'S WAR ROOM

Fly over to the War Room which is marked on the map. Move around, destroying all the enemy vehicles you find, then land. Your co-pilot will run into the building, plant some explosives, and then come out again. In-between, defend him by shooting any enemies that approach. Pick him up, watch the explosion, and then return to base.



MISSION 9:

POWER GRID

This mission is pretty straightforward, as long as you approach the pylons from the north side, avoiding any trouble. Chain gun them, then go north and shoot the building, and pick up the ammo crates.



CAMPAIGN SIX SNOW FORTRESS

PASSWORD: W7SMZBXW6ZD

Uncover the landing zone to the west, by shooting the igloo and destroying the little huts. Pick up any goodies you find.



MISSION 1:

MISSION 1: WILD BILL

Rescue Wild Bill. There, that's that then. No, actually, you need to do more things. Circle around the edge of the POW camp, destroying the defences systematically. Pick up five POWs, and drop them off at the landing zone. Now go back and pick up the rest, to get some added armour. You'll find a hut next to two towers in the middle of the camp; Wild Bill is in one of them. Shoot them both, and pick up Bill and the armour crate.



MISSION 2:

RADAR SITES

You see that radar truck in the far north? If you blow it up, you'll discover an armour crate — be careful not to shoot it. The radar sites are really easy to destroy, but they're protected by battle tanks which are harder.





MISSION 3:

MISSILE DEPOT

With the radar sites out of action, the missile depots will be entirely blind to your arrival. Attack the depots systematically, using the chaingun on the towers and missiles for the tanks. The other buildings contain missiles.





MISSION 4:

SOVIET GENERAL

Easy peasy. Destroy the tower and the battle tank, then destroy the house and pick up the General.

MISSION 5:

LAUNCHERS

Dead easy again, as long as you take your time and be careful. Attack all the guards around the launchers, but there are lots of them so don't just wade in and expect to survive. Use missiles on everything, leaving the launcher until later — use the chaingun for that.



POWER LINES

Destroy the radar site to the north-west of the power plant, then go for the power pylons. Blowing up the power plant will reveal an armour crate, so be careful. Destroy the tanks and pylons, and anything else that moves. To the north-east lies a hut containing an extra life.

MISSION 7:

FORTRESS

Make sure you get rid of the helicopters first, because they'll really get in the way later on. Take out the fortresses, using chaingun and missiles, but be careful because there are lots of troops inside the buildings. Take out the warheads at the same time, and that will save you doing mission 8.

MISSION 8:

WARHEADS

Er, see mission 7. Final missions next month!



LEMMINGS 3

Here we are again, then, clinging to a raft in Baffin Bay, our cries for help unheeded by passing kayaks. But soft! What smell through yonder passage breaks...



CLASSIC

LEVEL 11

Set a blocker on the right hand side of the entrance, jump a lemming on to the first step on the left and pick up the bricks. Build up to the trapped lemming, drop the bricks and pick up the spade. Dig through to the trapped lemming and then through your steps, jump the builder over the blocker and build diagonally towards the brick and continue the process until you reach the spade. Dig through the green wall, drop into the pit with the spades in and release the other lemmings. Once the other lemmings have caught up dig down to the exit and all 30 lemmings will escape.

LEVEL 12

Set a blocker to the right of the entrance after one lemming and let the free lemming dig though the middle of one of the three pits, dig through to the other spade and then dig up/left towards the platform with the bricks on it. Drop the spade, pick up the bricks and build across the gap. Drop down to the bottom and pick up the wall plungers. Use them to climb up the wall on the right and drop them when you reach the top. Pick up the spade and dig through to the other spades and pick them up. Dig up/left to the higher ledge and then fall down. Drop the spade and pick up the hadoken. Jump onto the dissolving platforms and use the hadoken on the purple baddies. Release the blocker and all 32 lemmings will escape.

LEVEL 13

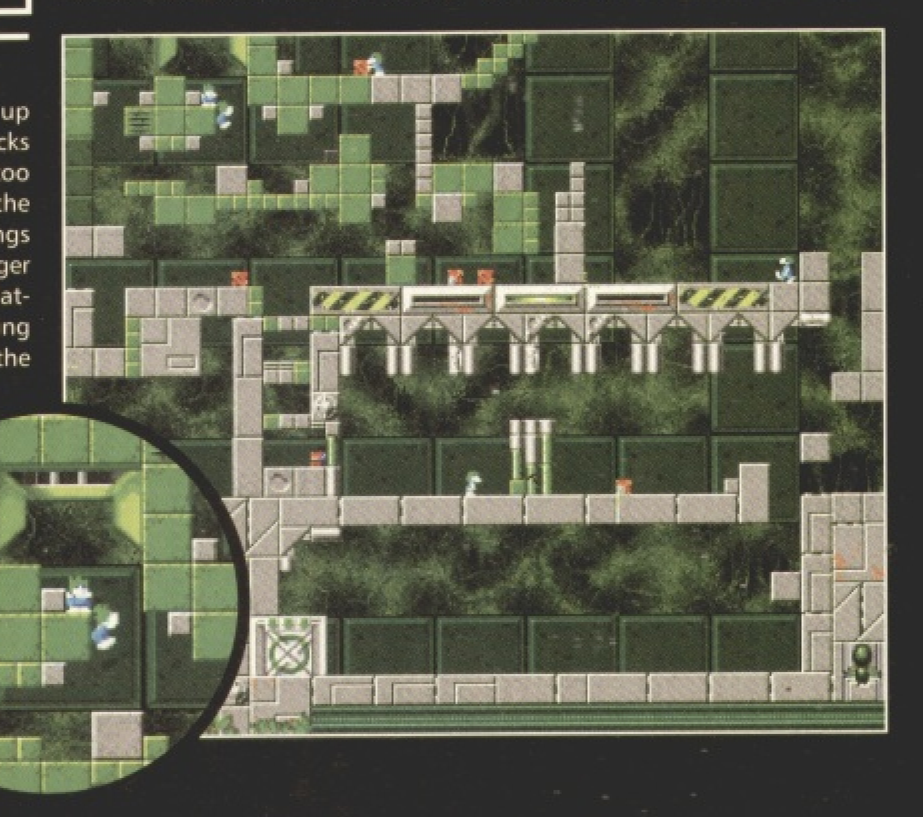
Let the trapped lemming pick up the bricks and build two blocks down so that he does not fall too far. One lemming will pick up the shovels and when the lemmings gather in the trench use the digger to dig through the green platforms. Let the builder lemming build up twice to fall onto the lower ledge. Then let him jump across towards the spade and let him dig through the green uprights, use the other digger lemming to dig through the final upright and all 33 lemmings should escape.

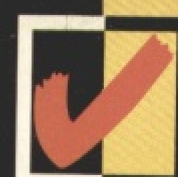
LEVEL 14

Let the bottom lemming sucker up the wall. As he is doing this make the top lemming build diagonally down/left to stop the climber from falling. Let the climber lemming drop off the left hand wall and then climb up the right hand wall to the bomb and spade. Pick up the bomb, use it at the left hand edge of the platform. Pick up the shovels and dig down to the group of lemmings and then out of the right hand side. Jump the last lemming over the block and rescue all 35 lemmings.

LEVEL 15

Let the first lemming fill down 1 level and then jump him across to pick up the spade. Set a blocker on the right hand side after the first lemming has jumped, and set another on top of





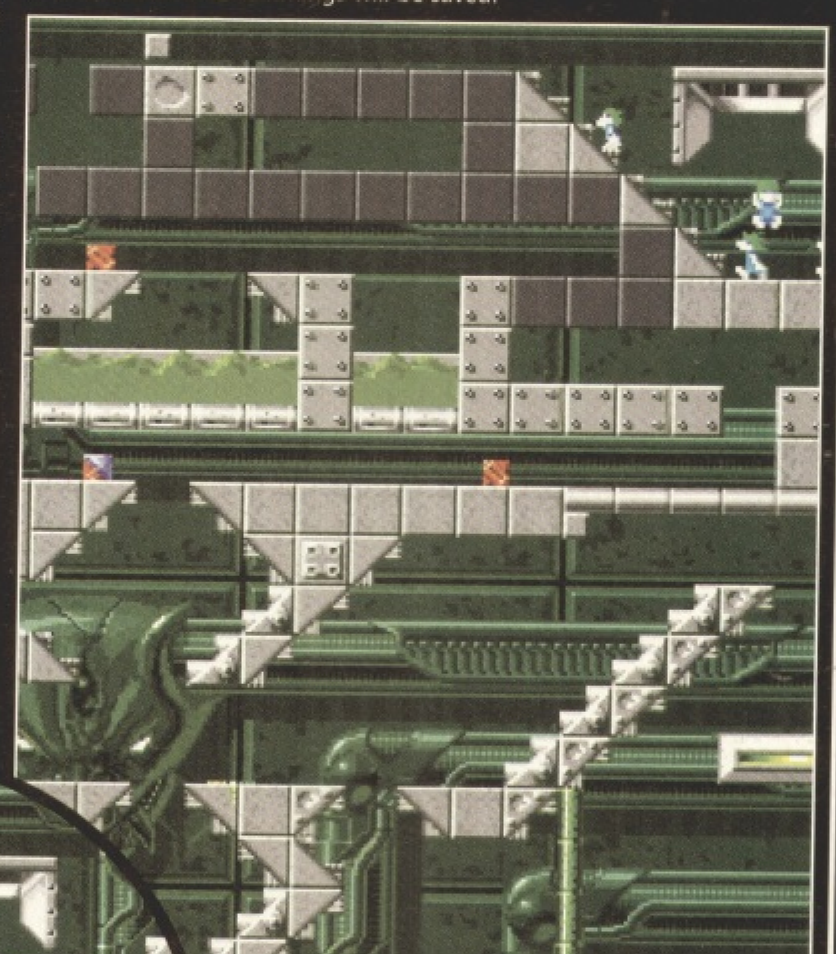
the platform to the left and below the one with the first blocker on. Let the digger drop the spade and go to the top and pick up the bricks. Build across to the trapped lemmings, pick up the spade and dig through the steps made. Go back to the other digger and dig down next to the tree trunk so that they land on the platform and walk to the exit. All 38 lemmings should escape.

LEVEL 16

Let the first lemming out of the top door pick up the plunger and plunger across the dissolving platform, let the first lemming out of the bottom door pick up the bricks as they land and then set the second lemming out of each door as blockers. Let the builder build up to the steps on the left. Let the plunger pick up the bricks and fall to the place where the lemmings are trapped and then dissolve the platforms around them so that they are freed, pick up the spades and dig down through the green platform. Release the blockers and let the lemmings fall down the left hand edge of the level, the leading one will still be the builder and let him build over the purple baddy. All 40 lemmings will be saved.

LEVEL 17

Let one lemming head left and then set a blocker after him. Jump the single lemming over the block, pick up the bricks and build across the two gaps. Dissolve the platform and build across the first small gap when walking left, drop the bricks down the left hand edge, turn around and pick up the umbrella, fall down the left hand edge, pick up the bricks and build up twice to stop the others from falling too far, build across the two gaps. Release the other lemmings, pick up the spade and bash through the column to the exit. 40 lemmings will be saved.



LEVEL 18

Let two lemmings go right and set a blocker after them, the first one will pick up the umbrella and float down. Jump the other one across to pick up the bricks, turn him around and then build up to the higher platform. Let the lower of the lemmings pick up the hadoken, use it on the purple baddy, drop the hadoken, pick up the spade and dig down to the exit. Let him build across the water and leave. The top lemming will dissolve the floor after he has picked up the spade. Use him to dig down to the grey platform below the green column, bash through the green column to the exit. 40 lemmings will be saved.

LEVEL 19

Let one lemming head right and pick up the bricks, set a blocker after him. Build up/right to the platform with the umbrella, you may have to jump a short way as you need to leave yourself with 1 brick. Build over the trap, pick up the umbrella and float down to the platform with the ceiling plungers on. Pick up the ceiling plungers and use them to cross the gap between the two platforms. Jump over the gap above the trapped lemmings, pick up the bricks, build up towards the blocked lemmings by building up 9 times, up/left 3 and up 6, finally build down/right once and let him drop into the section with the trapped lemmings. Going back to the start, select digger and bash through to the built structure below. They will drop into the pit with the trapped lemmings, dig left and exit with 42 lemmings.

Er, and that's it, really, for level 19. Pretty good one, that, I thought — especially that last up/left 3 and up 6 combo, that was especially super. Right, back to the action...

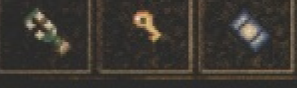
LEVEL 20

Turn the second lemming from both exits into blockers. The lemming from the right exit should be turned into a blocker just after he reaches the bottom. Let the lemming from the left hand exit dig through to the trapped lemmings and through to the extra spades. Go back to the blocked lemming at the bottom and first walk across the left hand pool and then turn around and build across both pools. Release the blockers. Go back to the digger lemming, wait for all the other lemmings to be on the right hand side of the green section and then dig down. 44 lemmings should escape. Levels 21 to 30 next month—gosh, whatever shall we do?



VALHALLA: BEFORE THE WAR

What can you say about this game that hasn't already been said? Well, let's try... 'Wow! What a fantastically interesting romp through a graphically exquisite chateau, it truly is! The sound is an aural stroke away from ecstasy and the puzzles, well, they're better than Aston Villa's 5-2 drubbing of Liverpool in 1979.' I am in hell.



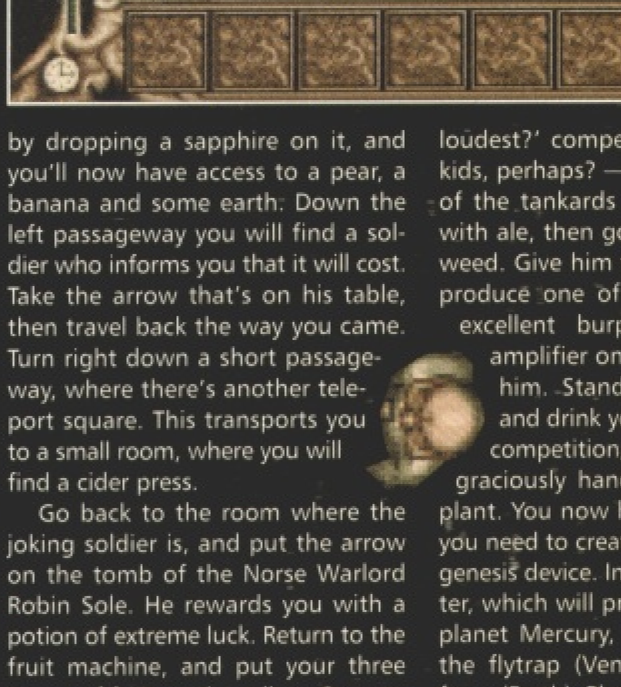
LEVEL 2 CONTINUED:

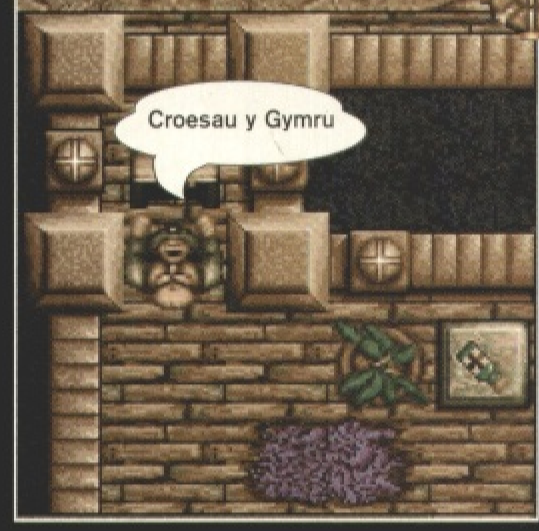
Pick up the comedian potion which is near the family album. You will notice a teleport maze which you could get lost in forever, and a room with five star [System Addict? — Andy.] filled altars in it. The teleport square in this room transports you to a room where you find the genesis [Abacab. — Andy.] device and an amplifier. Travel back to the room where you found the eye, and face the soldier who asks why the chicken crossed the road. If you reply by looking at your joke without having first drunk the comedian potion, the soldier won't even smirk. Drink the potion, then reply to get a hearty guffaw, and gain access to the two chests beside him. Take the map for the teleport maze, and a thermometer.

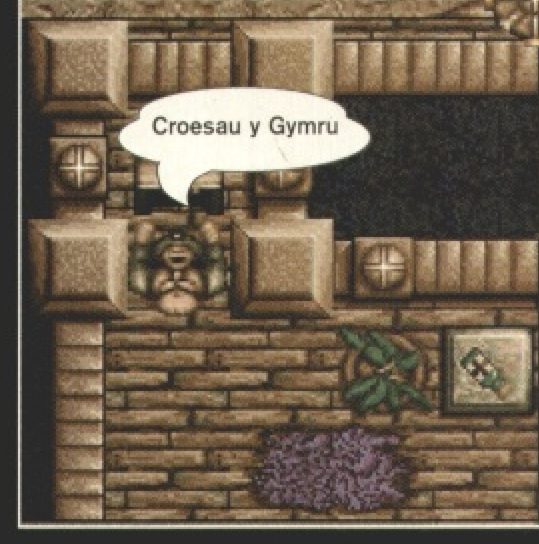
Put your shoes on the Norse Warlord's tomb in the same room as the soldier, as he is called Robin Sole. You need another object for this tomb before you are rewarded. Pick up the sapphire from beside the tomb, and then head back to the teleport maze. Use your map to survive the experience, then prepare to eat the cookie monster. You will have found cookies by now, so put one in his bowl to see him slurp his way across the room. Eat the cookie, and return back to his place near the door he is blocking.

To get past him you are going to have to poison him. Place a cookie beneath the spout of the same poisoned ale barrel you used to kill the soldiers, then operate the tap to take a poisoned cookie. In the same room as the cookie monster are some rings which you can take, and another locked door. This can be opened by a lever to access a short cut around the maze, and also Grumbleweed, the burping cider drinker. He is still convinced he won the 'who can burp the loudest?' competition [Aha-ha-ha. — Andy.].

Take the camera film, and head back to the camera which is near the photocopier. Insert the film, and then operate the camera to be provided with a picture of you, which you then put on the family album. It will change into a picture of the King, which you use to tell Herman who you want to 'let him have it'. Herman then asks for his prophecy, and provides you with a chest key for the chest in the same room. In here you will find the Book of Icarus.







After poisoning the cookie monster you have access to another teleport square, and an altar with a sapphire on it. Stand on the teleport square, and you find yourself at the top of the sapphire altar room. Get past the altar that is blocking your way by dropping a sapphire on it, and you'll now have access to a pear, a banana and some earth. Down the left passageway you will find a soldier who informs you that it will cost. Take the arrow that's on his table, then travel back the way you came. Turn right down a short passageway, where there's another teleport square. This transports you to a small room, where you will find a cider press.

Go back to the room where the joking soldier is, and put the arrow on the tomb of the Norse Warlord Robin Sole. He rewards you with a potion of extreme luck. Return to the fruit machine, and put your three pieces of fruit on the rollers. Operate the lever under the influence of the potion, and the three pieces of fruit turn into apples which you can take. At the same time a pile of gold coins appears in the small room beside the fruit machine, but a locked door prevents you from reaching them.

Put all three apples on the cider press, and take the bottle of cider. You task now is to beat Grumbleweed in your own 'who can burp the loudest?' competition [one for the kids, perhaps? — Andy.]. Fill up one of the tankards in Herman's room with ale, then go back to Grumbleweed. Give him the cider so he can produce one of his loudest, most excellent burps, then put the amplifier on the square next to him. Stand on the amplifier, and drink your ale. You win the competition, and Grumbleweed graciously hands over the flytrap plant. You now have all the objects you need to create planets using the genesis device. Insert the thermometer, which will provide you with the planet Mercury, the rings (Saturn), the flytrap (Venus) and the earth for... (Earth). Place the planets in the correct order on the cosmos altars (Mercury, Earth, Venus, Saturn) and the last altar lights up to represent the Sun. Put the book of Icarus on here, and you'll be rewarded with Herman's prophecy. Deliver this to Herman, and he'll give you the key for the room where the coins are. Give them to the soldier, the last door will open, and you'll be on your way to level three



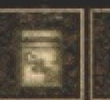






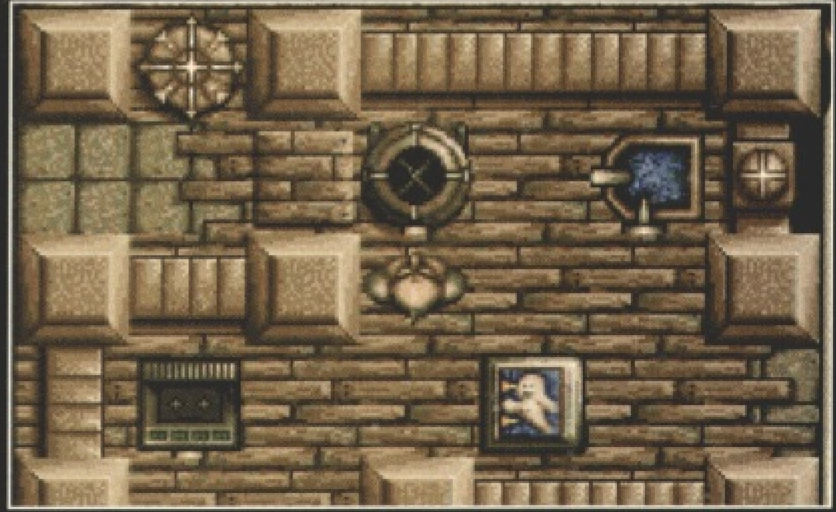


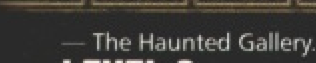










— The Haunted Gallery.

LEVEL 3

You start the level standing by a door. Nearby is a key, and the logical thing to do is to insert the key in the door. If you do this, you will meet the first ghost of level three who appears as you unlock the door, floats over to a lever, locks the door that you've just opened, then disappear back through its hole. Nothing will cover this hole properly, to prevent the spectre getting out and foiling your plans.

Explore the room you are in instead, and meet the mummy who won't talk to you. There's also a vampire there, who wants his 'well done'. Operate three floor tiles to find some stamina, a box of matches and a chest key, then take the bag of cement and the piece of paper that reads 'Please will you move'. Put one of the toy blocks in the toy box to meet another spectre. This one prevents you getting in the door from which he materialises.

Pull the lever by another locked door, and head into the room where you can dispose of your cement in the cement mixer. Pick up some pebbles, which you can change into sand on the grinding machine in the first room. Put the sand into the cement mixer, and go down to the second room where you'll see the ghost trap. There'll also be a conveyor belt, operated by a lever, and a floor tile which you can operate to reveal a stick. Beyond the trap is a slimy river which takes away your stamina — go down it to reach a chest, which you can open with your key. Inside you'll find a piece of guttering. On the way back, remember to pick up the binoculars and the extra stamina.

Put the guttering down between the cement mixer and the water barrel, then operate the tap on the barrel and the cement mixer. Grab the cement which appears next to it, then return triumphantly to the hole in the first room which you can now plug up. Finally you can leave this room, and meet the zombie that refuses to get out of your way even when you ask him nicely. Insert the stick in the hole, and operate the lever to access a room with a Hoover in it. Operate the floor tile to get the piece of paper which says 'Where is M?'. Take the portable ghost trap, and the stick that looks slightly different to the sticks you find to open doors with [nice use of the Queen's English, mate. — Haz.].

You are now equipped to dispose of the playful ghost in the first room. Put the trap down between the toy box and the door, then put a toy block in the toy box. The ghost appears, then promptly... er, disappears, into your trap. It would be a good idea now to empty it into the permanent ghost trap near the conveyor belt so that you can use it again. Return to the room you've just got access to, and speak to the vampire who tells you to find his wife. Operate the floor tiles, and take the chicken egg and a fly.

Return to the first room, where you can put the fly in the cobweb. Take the temperamental spider, that turns into a chest key every time you put him down. He obviously needs a stabilising treatment of some kind, so put him in the molecular stabiliser near the mummy. He changes permanently into a chest key, and the mummy informs you he's in shock. He's obviously got a weak stomach.

Open the chest near to where you found the pebbles, and take a second stick. Travel back to the river of slime that crosses your path, near to the exit of the room where you began the lever [er, pardon? — Haz.]. Make sure that you have plenty of stamina, then set off down the right-hand fork of the river. (This is your right, not Infinity's). At the end of the river insert the stick into the hole, and pull the lever. This opens the door into another room.

Inside you can drop your 'different-looking' stick onto the lathe, and fashion yourself something which resembles a stake. Pull the lever in this room for a shortcut to avoid the slime river. Return to the unsuspecting vampire in the room where you began the level. Drop the stake on his coffin, and take the teeth which you get in return. Put the teeth and the box of matches on the tomb of arson molar in the room where the conveyor belt is, and take the angry potion.

Go and face the stubborn zombie who blocks the passageway, drink the angry potion and look at the piece of paper that says 'Please will you move'. Being timid he disappears at the hint of a raised voice, so you can progress into a small courtyard where yet another zombie blocks your way. There's a vampire here as well, who takes your stamina each time you try to take the calendar day that's sitting on his coffin. Take the bell and the music sheet, then return to the room where the wifeless vampire lives, and put the binoculars and the music sheet on the tomb of 'Brahms Seeformiles'. Take the door key you receive in return.

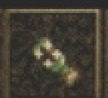
Travel back to the locked door in the small courtyard, and open it with your key. In here you can see another ghost. Put the ghost trap down between the spectre and the telephone, then operate the telephone that's nearest to the door. He obediently dashes over to answer it, and in the process disappears into your trap. In this room you can put your 'Where is M?' piece of paper onto the book of names, and take the new piece of paper which says 'Where is Mestophiles?'. Take the tape which is also in this room, and





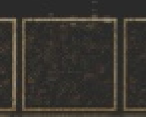











TIPS

Deldroneye is. One of the. Best PD. Adventures. We've seen. I like. Solutions like. These. They're great. Aren't they. But they're so. Difficult. To change into. Real English. So I'm. Not. Going to. Bother. Bye.

RELICS OF DELDRONEYE

Look at Sheprat. Look at old man. Talk to old man. Use boot on Sheprat. Take Sheprat. Give to old man. Answer 'Please' to request. Exit through the Magic Staircase.

Open cell door. Go into cell. Take spike stick. Look at it. Leave cell. Go to More. Talk to prisoner. Give spike stick to prisoner (he gives you a file). Look at file. Go back to cell. Use file on poker. Take pincers. Use pincers on sharp poker. Use handled sharp poker on fire. Talk to prisoner. Use handled sharp poker on prisoner. Select top hand, then top one again, then middle hand. Take branding iron from fire. Go to More. Look at concealed panel near beam. Open panel. Look at panel again. Use branding iron on panel. Move to stairway.

Move to central walkway. Go to court area. Answer anything to guard. Go to glass building. Take banana skin, purse, pen and card. Go to court area. Move to platform below panel. Use banana skin on platform. Open panel. Take crystal. Go to walkway. Open circuit box below sign post. Take fuse. Open panel. Use crystal on panel. Use fuse on panel. Close panel. Use hoverdisk card on panel. Move to Morph bike.

Go to shop door. Open door. Move to shop door. Take crate horn off counter. Exit shop. Go to More.

Enter tavern. Look at everything and talk to everyone. When you talk to Burt answer with the top hand. Exit tavern. Move up street. Move to hotel telepad. Look at trophy. Take trophy. Do the same with both Gribliks, the Ploot crystal and the skunk. Move to transporter.

Move down street and go back to the shop. Offer Gribliks/Ploot and Trophy to storekeeper. Take cheese. Leave shop.

Move to More, then to alley. Use crate horn on crate. Open door opposite you. Look at toilet. Move to other door and enter. Move to bouncer, select any answer. Go back to toilet. Look at toilet. Go to the bouncer, select Eggs as password. Talk to the aliens, and the Master Spam Dude. Answer with 'I will'. Answer 'I will be honoured'. Go back to the tavern. Talk to drunkard. Answer 'I'll get the money'. Give money to drunk. Go back to the shop. Take overcoat. Use laser pen on device slot. Exit shop.

Move to More (left of screen). Move to concrete walkway. Move to entrance. Move to control platform. Answer 'Yep'. Look at cupboard. Open cupboard. Look at circuitry. Use laser pen on circuitry. Give cheese to fat controller. Look at console. Click on F. Go back to the tavern.

Talk to drunk. Leave tavern. Go down alley. Use laser pen on droll gimp. Use skunk on window. Move to main street. Talk to Zheet. Go to platform, find the space dock F. Look at Jake. Talk to Jake.

FOUNTAIN SCREEN

Talk to man. Look at fountain. Take coin (appears on edge of fountain). Enter large doors to the palace.

MARKET SCREEN

Move down the market, further along the stalls. Buy an apple using the coin. Collect jar from neighbouring stall. Talk to wizard you met earlier. Return to fountain screen.

FOUNTAIN SCREEN

Fill jar with water from fountain. Speak to fountain if you want to. Return to market with wizard, and enter doorframe.

RHINO SCREEN

Give apple to rhino for passage rights. Collect rhino leaf from post to right of screen. Move to rhino (ride him).

DIG SITE SCREEN

Talk to friend. Enter buried building.

GOLD BUILDING

Look at everything. Take hammer from floor. Use jar of water on rightmost gold slab. The markings will be clearer for you to read. Kick leftmost slab and secret door will appear. Enter secret door.

Secret Vault #2

Collect jewel and leave.

Gold Building

Crawl through hole in right wall.

Secret Vault #1

Collect ID from floor. Return back to the main market place. Just as you enter the palace…

MARKET SCREEN

Collect rock in baskets near one of the corpses. Collect cloth from a nearby stall. Enter the large stone door to the right.

ROYAL PASSAGE

Try getting past the guard. Show ID to guard. Try to enter the door leading right. When you fail to gain access… Take the knee plate from one of the soldier statues. Polish the knee plate with the cloth. Try entering the Royal Throne room again.

THRONE ROOM

Talk to King. Look at horrid entity on the floor. Go to the wizard and ask for advice in this problem. Return when he has told you and make the orb:

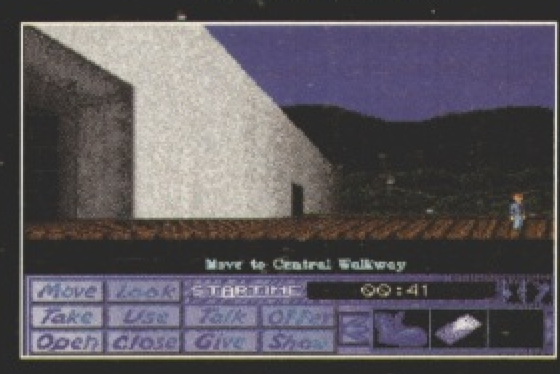
First use the hammer on the rock to create the dust you'll need. Wrap the rock fragments in the leaf to form a pocket of small stones. Now touch the jewel on the leaf to transform the ball into an orb. Use this orb on the evil nasty thing.

You will now have cleared the floor of dangerous entities, and you can lower the King to safety.

The End. Until Relics II…









Don't read Tacitus, he's a bit dull, Suetonius' History of the Caesars though far racier is still probably a bit stodgy for you ill-educated lot. I know, have the vestige of M, the circumference of N and, wait for it, a smidgin' of O instead.

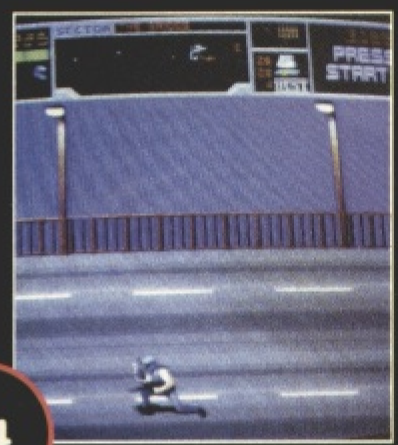
MOVE EM

Level Codes:

1. IHKKSDCC	26. LKVXXSAE
2. NHFSTJLL	27. QWUICBVE
3. IJGGFDSG	28. MNMNCBXW
4. AKJSWEZE	29. ULNBUWEU
5. ADDSFWWW	30. WNXYQZUE
6. UTRQKLKK	31. HUETTWEW
7. LPAPWIEW	32 PPOEUUCH
8. ZTTRDGFS	33. LJWQZECB
9. LKLSDGET	34. MBXCWICS
10. PLPLPWZZ	35. LASGFHEZ
11. LKSFDREE	36. LKDIUIWE
12. DARSEZZE	37. LKAZUWUE
13. IUEGDGHS	38. SDNCEUZF
14. LHSVXVCD	39. LKIIFGDW
15. LKJHJEZT	40. BCNVDFWE
16. IIIEUWDD	41. CXEIUWXS
17. LLKASHBC	42. AJDHXVWW
18. CCDFFEJF	43. IRWEHCBS
19. JJASDTES	44. MCSUZEOI
20. LIEZGXCY	45. MCNWIVBD
21. LNGGSIIW	46. MCLSOEIW
22. OKDPWEOO	47. LLDFIOED
23. LASZEWQZ	48. PEIRNFDN
24. MBCWZTED	49. PCEGXNBC
25. LKASHHEE	50. GRISWOLD

NARC

When the game starts go right until the first dustbin appears. Kneel down in front of it and keep shooting. When it turns blue the cheat mode has been activated and you will now have infinite lives.



NAVY MOVES

To reach part two of game type 786169

PART 1: Move back slightly when you encounter a mine. They're much less sensitive from the rear. Avoid jetski bullets by jumping or ducking. When approaching sharks, move the up and down nut left and right. Octopi and sea monsters are easily thwarted by holding down fire until both missiles are ignited, and then releasing.

Struggle to dock with a submarine? Put a mini-sub in the gap between the tail fin and the hull, face the left of the screen and move upwards slowly. The computer takes over the docking procedure for you.

PART 2: The code is 948411. Arrows indicate the direction of the lifts. Kill white marines, and flamethrower troops to get more ammo, then stand over the body and search thoroughly. To get the code of an official, you must shoot him with a gun — not a flamethrower. To enter computer codes, stand by a terminal, push up and you'll be asked for a code.

Two of the codes are:

Transmit message: 1st or 2nd transmission official

Open door: 1st or 2nd machine official

To open the reactor door, use the terminal next to the reactor. The computer confirms the bomb is planted. Go out, use the same terminal you used to open the door and transmit the following:

OABERYAMD.

Now type END at the ready prompt and run like hell to the conning tower.

Another port of call suggests:

The entry code for part two is 2277, and the solution is as follows, where L,R, U and D have their usual meanings of LEFT, RIGHT, UP and DOWN:

From the start, R, D, R. Shoot 2nd Official and take his code. L,U, enter door,R, shoot 1st Official and take his code. L, enter door, U, R, R, R, D, D, R, U. Enter door, D, enter "EMERGE" on the computer followed by 1st Official's code. Now type "STOP MOTOR" and enter 1st Official's code again, L, U, L, L, enter door, U, R, R, R, R, D. Enter door, R, enter door, R, enter door, R, D, D, L,L, L, shoot the Transmission Official and take his code. L, type on the computer "OPEN DOOR" then enter 2nd Officials code. L, set bomb on left side of the screen, R, R, R, R, R, U, U, R. Type on computer "TRANSMIT" then enter transmission Officials code. Now enter OABERBYAMD, L, L, U, U, U go to left side of screen.

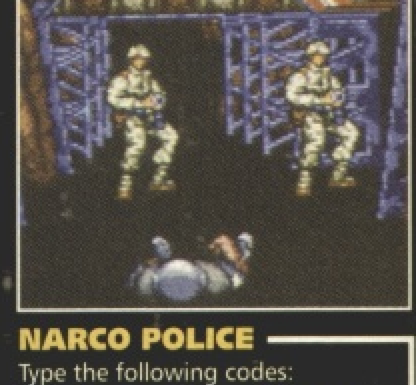
NAVY SEALS

Play to get on the high score table. Enter name as PSBOYS. Start game again and press H to pause. ESC skips to next level.Also type the word WOZZI on the high score table and you will get infinite credits.

NEURONICS

Level Codes:

02: CIBCLM	26: QUTFFN	52: SGZPVV	78: CHXDUF
03: HVLATI	27: EISYWQ	53: ORHMIY	79: CVBKPY
04: TMBFHS	28: BJDDYQ	54: OGOUTW	80: JOVDBM
05: XTOAEL	29: USENIE	55: ALAFAJ	81: VFPWZA
06: ZYORZY	30: AOIYSW	56: PLQOJF	82: VOQWQV
07: TXGFWT	31: BVOIMJ	57: LWTAYS	83: RGULOI
08: YRYQTX	32: HPIWGV	58: GLNMZF	84: JLLEAH
09: CCJEYT	33: SGKSOP	59: YODAOC	85: HEEIBJ
10: FFNZBE	34: CVQHAZ	60: XRPXYB	86: JHYVUQ
11: WOQXOS	35: CTLKAL	61: KCSGKQ	87: ONNWFJ
12: AZMFED	36: RILWTK	62: QXDYMM	88: ZGLUCJ
13: AQXXZZ	37: PVQMRS	63: EIADJJ	89: MJYENJ
14: UQJNQF	38: JAQKRQ	64: GTJFGS	90: HVZBFP
15: VAJDKH	39: YAEMVC	65: UJEQPP	91: XGJEOP
16: MSILEK	40: DCGUSW	66: UYMHGZ	92: MBYRIE
17: ZAGFNG	41: QQMVMC	67: XJXVDJ	93: RJWZMG
18: IVCNKN	42: NVZRPQ	68: CKHNQJ	94: PXSRSX
19: EAZXGR	43: JLRNCV	69: DGKYXQ	95: ECDCTR
20: YFSNRB	44: OBLNKW	70: WTTNRL	96: NBAHTD
21: UYUURP	45: HEMMAA	71: FBRRRN	97: IGEHQY
22: UPVMER	46: AUAGQD	72: IHGUSG	98: PTLGPG
23: ACYNPG	47: KFHMAE	73: BDYJPB	99: GKJBHH
24: DUAGDK	48: UYGMYG	74: FTUVLW	100: HKARSZ
25: TSTIHH	49: QUICHN	75: NZWCGP	101: JZGIRY
	50: SCBLEB	76: LAYZVL	102: IPPRHB
	51: UDHHIU	77: WWRUZW	103: MNZBEL



NARCO POLICE

Type the following codes:
(Put the number of the sector where the # is 1 to 4)

MUNICION Boost your ammo to 200

NOAMETZ# Turn off the machine guns.

NOCAMZ# Turn back off the cameras.

NOENEMIG Get rid of the enemies

COMENZAR Bring them back if the game gets boring

ABRIR Open any security door

BLAST Smart bomb

ETAPAUNO Moves you one level or zone

NEBULUS

Type HELLOIAMJMP on the title screen. This gives you unlimited Pogos, and you can go to each of the eight unfinished towers by hitting a function key. (F1 to F8: You can do the same with the second group by accepting the second mission before typing in the password.



NEBULUS II

Apparently the cheat for part three is the same as for the first Nebulus. Type HELLOIAMJMP on the title screen to gain infinite lives. Access to any unfinished tower is activated by the function keys F1 to F8.

Level Codes:

ICEHOUSE

LANDANDLOVE

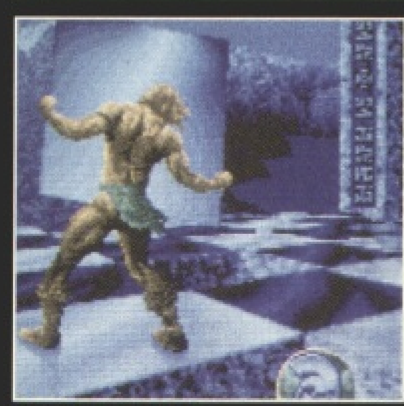
GREENTREES

Enter BLUEHOUSE when playing a down tower or enter HORSEBLUES when playing an up tower.



NEUROMANCER

When you first begin, sell all your body parts. You can get along just fine without them for now, and it gives you enough to get a half way decent deck. You will eventually need to buy them back before you start entering cyberspace, or you will be killed easily.



NEVERMIND

At the main screen type:
328GTS

A message, "cheat now on steve", will appear. Now you can skip to the next level at any time by pressing the right mouse button! The passwords for the 26 levels are:

0 - MMMRHM	13 - GAMRHQ
1 - AMMRHA	14 - IAMRHB
2 - HMMRHH	15 - RAMRHF
3 - VMMRHV	16 - MHWWHM
4 - PMMRHP	17 - AHMWHA
5 - GMMRHG	18 - HHMWHJ
6 - IMMRHI	19 - VHMWHV
7 - RMMRHR	20 - PHMWHP
8 - MAMRHW	21 - GHMWHG
9 - AAMRHN	22 - IHMWHI
10 - HAMRHZ	23 - RHMWHR
11 - VAMRHT	24 - MVMWHW
12 - HHMWHH	25 - AVMWHN

NEW YORK WARRIORS

Stay all the way to the right on level 4 to reach the subway without much trouble.

NEW ZEALAND STORY

On the title screen, press 'Del' then 'M'. Then type FLUFFY KIWIS (2nd cheat:Pause the game, and press 'M'. You should hear a laser gun sound.Type MOTHERFU**ENKI-WIBAS**RDS. (Fill in the asterisks yourself — also try 'MUTHER' instead of 'MOTHER'.) Unlimited lives are yours.

NICK FALDO'S GOLF

The tricky control system can be best mastered by following these tips:

Don't concentrate too hard on wrist snap, concentrate on the double click more (Wrist snap only adds 10% more power). Get used to less difficult clubs first, such as the three wood with its larger strike bar.Type in MAJORTOM on the title screen and you get a bonus nine hole course located on the barren planet Mars.

NICKY BOOM

Level Codes:	5: ARRAY
2: MEDIT	6: JANIR
3: KRATTY	7: TRINOS
4: MIRTES	8: SIXAN

NIGHT BREED

Pause the game first by pressing P, then type in RISEN FROM THE DEAD for infinite lives. Rather than ripping your hair during the encounter with Peloquin, just switch your joystick to autofire, sit back and wait for the next scene to pop up.



NIGHT BREED: ACTION GAME

Click on the pass key and make the shape below, now when you click on the START you will have an infinite amount of energy.

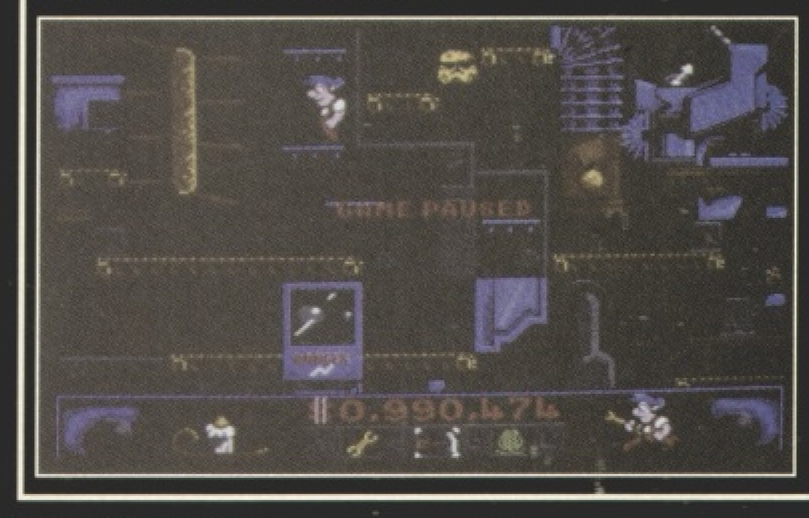
NIGHT SHIFT

Type ET on high score list to activate cheat mode for infinites (maybe EP). Having got the BEAST running, the best place to stay is the paint control area with the three dials and flush chain. Moving up and down, try to position the scroll so that you can see both the colour in the paint trough AND the toy moulds in use. This way you can make sure that you've mixed the right colour for the right toy.If you're not careful, a couple of toys can be painted incorrectly when the moulds change. With good timing, you need never waste one.

If your BEAST is set up correctly, the first part of a toy to go in for painting should always be the body. When you see the moulds being changed, run to the required paint dial (or flush chain, if necessary: and wait.You should see the last head from the 'old' toy being pushed out of the mould and enter the bin on the right of the screen. Then the first body of the 'new' toy should be thrown into the left bin. As the 'old' toy's head drops down the paint spray jets, quickly make all the paint changes needed.

By the time the jets react, the toy head should have passed through and been painted the correct colour, while the jets are now ready to spray the new colour on the new body. Lemmings and lawyers are a pain. Keep jumping and they won't get you.In the later levels, the lemmings start meddling with the BEAST, unscrewing bolts and flushing the paint trough. Leave flytraps beneath the area at risk to deal with that problem.

These are the Level Codes
2 CHERRY BANANA BANANA LEMON
3 BANANA CHERRY PINEAPPLE PLUM
4 PINEAPPLE LEMON PINEAPPLE PINEAPPLE
5 PINEAPPLE PINEAPPLE LEMON CHERRY
6 CHERRY PLUM PLUM PINEAPPLE
7 CHERRY PINEAPPLE LEMON BANANA
8 PINEAPPLE BANANA PINEAPPLE CHERRY
9 PINEAPPLE LEMON LEMON CHERRY
10 LEMON BANANA PLUM PLUM
11 BANANA PINEAPPLE CHERRY PLUM
12 CHERRY PLUM BANANA PLUM
13 PLUM CHERRY BANANA PINEAPPLE



NINJA MISSION

While playing, on entering a room, push the joystick in the direction of the enemy and hold the fire button. This will freeze them, making them a lot easier to beat up.

NINJA SPIRIT

In-game pause with 'F9' and press 'LEFT SHIFT' press 'F9' to unpause and you will find that the collision detection has been turned off.Press F9 to pause the game and then press all the lettered keys at the same time. The game will restart and you will be invincible and have infinite time.Type 'NO HUNS AT HAMPDEN AND NO SKOL AT IBROX', then press keys <0> - <9>to select that level.Pause the game, and press <CAPS>, then <CTRL>, then <SHIFT>, restart thegame, with infinite lives and no collision detection.

NINJA WARRIORS

Press the CAPS-LOCK and type in one of the following cheat codes, don't forget to include the spaces! Press CAPS-LOCK again to turn it off and activate the cheat mode:
THE TERMINATOR Causes the ninja's body parts to explode when he dies
MONTY PYTHON The enemies come on facing backwards
SKIPPY Causes the enemies to bounce around the screen
A SMALL STEP FOR A MAN Initiates moon gravity, anything that

TIPS

jumps leaps off the top of the screen
STEVE AUSTIN Begin playing and press S, toggles slow motion mode
MAY THE FORCE BE WITH YOU Infinite stamina
WARP FACTOR ONE MR SULU Level skip (keys 1-16 to corresponding level: CHEDDAR Unlimited credits
GENESIS OF DALEKS Photo-negative screen mode
KYLIE To flip screen up-side down
OPEN THE POD BAY DOORS HAL Infinite shuriken
SNOW WHITE Ninjas become dwarves.
NITRO Enter your name as MAJ when you start the game and it will give you 5000 fuel points and 50 coins to spend. Just type NITRO to skip to the next level.

NOVA 9 There are several cheats in this game. Press these three keys together: CTRL - ALT - HELP = Shield recharge & Damage fix CTRL - ALT - RETURN = Adds Lasers & Rockets CTRL - ALT - CURSOR UP = Level skip

OLYMPIC CHALLENGE

Enter your name as HINGSEN-J on the high score table and then quickly press the 'DELETE' key, the high score table title should show the word 'Demo' so type in '-J' again and press the 'DELETE' key. The table should now say 'Mega Demo'. Now start a new game and if you press the function keys they should select an event to play, and with a full quota of Lucozade.

OOPS UP

These are the passcodes to advance to higher levels:

1: PO01	25: XPE4
2: DK51	30: 10F4
3: 30FJ	35: DK39
4: FI59	40: 4G7H
5: Q058	45: VE96
6: FA20	50: S04L
7: 5F6J	55: PW04
8: CKD4	60: MC90
9: NF05	65: TRP2
10: D04G	70: FUKO
15: WAQD	75: JUG8
20: DK49	80: EB01
	85: ER7E
	90: A234
	95: C5J0
	100: 4799

OUTRUN

During play type RED BARCHETTA now press any of the following keys for the desired result :
S - to skip to the next level
T - for an extra 10 seconds
B - restart the current level

Type STARION while playing the game. Now use the following keys:
B - Extended play
S - Next screen
T - Extra 10 seconds
X - Quit
Q - Program info.



OPERATION THUNDERBOLT

Enter name as WIGAN NINJA for infinite lives. Now press F2 to skip levels!Type SPECCY MODE on the hi score screen (need 50,000 points: to bring on twice the number of enemies.Enter your name on hi score table as EDOM TAEHC (CHEAT MODE spelled backwards) for infinite lives.

Usually you have to shoot equipment boxes to get the laser sight, but press F8 and fire at the same time on the title screen and you will start a 1 player game with laser sight. For 2 players press F2 instead of F8 on the title screen.Hit the following keys in sequence to have the laser sight throughout thegame: F8,F7,F6,F5,F4,F3,F8,F1,F1,F1 (one player game) F8,F7,F6,F5,F4,F3,F8,F2,F2,F2 (two player game)



OPERATION WOLF

At the end of a level, rolling the mouse down causes damage to decrease. Pause the game with F1 and aim your gun while paused, then unpause.

ORK

If you click your pointer on all four corners of the Terminal screen, the cheat mode is activated. Now press the following keys to obtain the desired action:
H - Health top up
A - Extra ammunition
Return - Take off and land anywhere

OVER THE NET

First, choose a one set game, play the sea-cup and enter one team or two human players.When it's your turn to serve, move the non-serving player up to the top of the court close to the net. This will force one of the computer players to follow him.

Now do a jump serve (push up and fire), then hit the ball to the other computer player by pushing right then down. The ball should drop between him and the net, and he should miss the ball. Hopefully this plan should work — it does, at least, with the Rollers and the Golden Boys.

PACLAND

When the title screen appears, type AVALON. It should flash indicating you now have unlimited lives! If that doesn't work, try the following:Start a 2 player game. Make it as far as you can with player 1.With player 2, you must be able to make it as far as the fairy to collect your boots. Now that you have gotten your boots, you are going backwards to where you started.

Push the THIRD cactus on the way back, and a yellow pacman will appear. Get it, now kill player 2. Continue playing with player 1. Every time player 1 dies, get the yellow pacman with player 2 and kill player 2 immediately. As long as you keep getting the yellow pacman with player 2, player 1 will never die.
Hints:
Level 1 — Run to the third fire hydrant, and when you get there, jump over it and push it to the left. This will give you a blue hat that will make you invulnerable to the little ghosts that fall from planes.
Level 2 — Run to the third cactus, and push it to the left. You will now be invulnerable for the entire level!
Level 3 — After getting your magic boots, push the third cactus on the way back for a free life. Jump on the roof of ghost's car to escape. Only use powerpills when ghosts are in range, or else it is wasted- When you reach the break time sign, jump when you are about 1 inch away for a bonus (depending how high you are when the level ends).

P-47

Type ZEBEDEE on the high score table. Now press:
F1 — To skip a level
F2 — To renew your lives.



PANDORA

1: Wait a few moments for amy to appear. 2: Take ID Amy and find the Second Officer. Pick up the Lazer Rifle from the table next to him. 3: Put Lazer Rifle into backpack-don't use it yet. 4: Find the Engineer, take his ID and the Sonic Driver. 5: Find the Lt Commander, take his ID and carry it. 6: Find the Commander, take his ID and carry it. Also take the Code Blue and Code Scarlet. 7: Find the Captain, take his SDI disk and leave the ID Lt. Commander. 8: Shoot the Ice Lord with the Lazer Rifle. 9: Carry the ID Engineer to go through the force field. 10: Find the AWOL officer and take his ID. 11: Carry the Sonic Driver and head for the Robomechanic. 12: Swap the Sonic Driver for the Code Ochre. 13: Carry the SDI Disk and go to the SDI computer. 14: Give the SDI computer these items in the following order: SDI Disk, Code Scarlet, Code Ochre and Code Blue. 15: Carry the Engineer's ID and exit the Engineering Section. Then switch to ID AWOL. 16: Go the transporter and enter along the arrow. 17: That's all folks.



PANG

On the map screen type WHAT A NICE CHEAT. The map should turn purple enabling you to select any level to start on.(be quick)

PANZA KICK BOXING

The best moves to use are upper cut, round house, low leg kick. The low leg kick is useful for keeping your opponent out of range and on target for a round house followed by an upper cut. The double back fist is also very powerful and often provides a knockout punch. If you are losing a fight, and don't have much chance of recovery, then press the ESC key so that your stats remain intact.

PARADROID 90

On the title screen hit F3 to bring up an options menu. The extra ship is the Pirate Mothership. To reach it, collect the Graftgold Key hidden on every ship. (The Graftgold Keys are usually found under crates and so on. Collecting a key keeps the Pirates at bay for a further three minutes. A 5000 point bonus is given for completing a ship with Graftgold key). Complete the final ship with every Graftgold Key to be beamed aboard the Pirate Mothership for a fight to the death.

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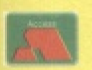
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It's happened! At last, the official sponsors of Snip Tips have arrived! Yes indeedy, every tip printed in The One will receive a free bit of software from Ocean, courtesy of their Hit Squad label. Brilliant! That means I don't have to listen to all you kids telling me what game you want any more! Aha-ha-ha! Usual address please!

VIROCOP
Graftgold

I'd like to thank myself for struggling through the excellent Graftgold game named above, not to mention collecting a couple of codes to help you hapless folk with. Obviously, these codes are personalised, so they won't work if you have your name entered into the game for registration purposes. If you have already registered your copy with your own name, don't fret, just hold down the HELP key when you next load the game and it'll allow you to bung in a new name. Enter the bold legend MATT BROUGHTON, and the following codes should help you get through the game a tad quicker!

DMFGDLB	JTPCBKD
RGTGRBL	KCCTSGF
DTGGDLB	SLLTKMT
BKHMNTM	NBBTPFG
CKDTGSP	GVGTDCB
HPRMTKK	GVKTLVR
BNJTFPS	

JUNGLE STRIKE
Ocean

More jungular codes, but this time with a magic 16 lives potion mixed in. Thanks to the various readers who have sent these in.

LEVEL 4 — XT6YXL6PF6M
LEVEL 5 — VNHYWMGZBC9
LEVEL 6 — WSFXW4MPYHJ
LEVEL 7 — THPD96PGCLN
LEVEL 8 — N4SC3756MWB
LEVEL 9 — NZY95DBR9Y6

CANNON FODDER CD32
Virgin

Thanks very much to Keith McArdle from Tyne and Wear, who gets his name sent off to that nice man at Ocean thanks to the following cheat: You need to plug a mouse into your CD32, and then click on the LOAD option. Hold down both mouse buttons for a few seconds and the screen will re-appear with a 'Hard man' option and a level start control.

THEME PARK
Bullfrog

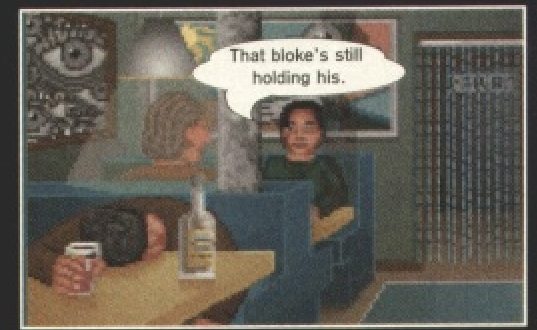
John Bruce from Co. Durham has written in to clarify the Theme Park cheat that has been flitting around in various guises, so here it is for one last time. Enter your nickname as 'MIKE'. Now you can press the following keys during the game for the following results:

Z = All of the rides become available.
C = Money!
X = All of the trees and toilets.
I = All of the shops.

THE CLUE CD32
Black Legend

Andrew Poole from Staffordshire has written in with some codes for this little corker, adding "P.S. Did you know that Amiga Action copy your solutions and print them? They copied last month's Bloodnet and SWOS tips as well!" No, really? We hadn't noticed. Anyway...

290272	569875
030673	028074
145367	361791
823264	477321
253153	786186



FLIGHT OF THE AMAZON QUEEN (THE ONE DEMO)
Renegade

Bloody hell! Are you lot thick or what? Yes, we're still getting requests about the solution to our coverdisk a few months back, and thanks to Carl Barker, I'm now going to give you the solution (I did complete the demo months ago, but couldn't be bothered to write the solution out! Ta Carl!)

Go to the curtain and pull the curtain cord. Now take the wig as you'll need it later. Go to the sheets on the floor and pick them up to reveal a secret laundry chute. It's too far to jump, so tie the sheets together and fasten them to the radiator so that you can climb down. In the room below there is some shelving containing useful items. Use the ladder to obtain a pair of comedy breasts and a crowbar. Next, go upstairs to the lobby and ask the bellboy about the key on his desk. When you ask to borrow it, he says no, but ask again and tell him that you are a friend of Lola who has been asked to collect it for her. Take the key and go back downstairs. Open Lola's door (on the right) with the key, and enter the room. Inside you'll find Lola (at this point Carl writes 'Phwoar' but I shall refrain). Ask for her help and when she takes a shower, she will ask for a towel. You don't have one, but if you go back into the other room and climb the sheet rope to the starting room, you can use the crowbar on the black chest. Inside you'll find a towel. Return to Lola's room and give her the towel. She'll give you a dress to wear as a disguise, so put it on, along with the breasts and wig. You are now free to leave the hotel by the front door. Hurrah!

FRONTIER: ELITE 2
Gametek

An interesting method of getting promotion has come in from David Wright of Crawley, and though not exactly the most honest way of climbing the ranks, does seem to make sense. Basically, when you leave a space station, the moment you are ejected, count to five and then hit the retro thrusters. This should stop you dead, at which point you can turn around and (hopefully) find that you're still revolving with the station. Now, fire your laser at the station and pay off the fine you'll pick up. Stay in position and blast all of the police as they come out to get you. It's best to try this with a beam laser, and your Elite rating will increase as you go!

SWOS
Sensible

To be honest, we're all getting pretty sick and tired of receiving crappy *SWOS* tips as they all seem much the same, or completely useless because they only work on naughty pirated versions. But I thought I'd give you the gist of what 'the kids' seem to be saying. The general plan seems to involve taking a team through the league until you start receiving managerial offers from other teams. At this point, approach the team that you plan to move to and buy all of their crap players; each time exchanging them for two of your top players. Just before you leave your current club, bugger up their formation, putting goalies in attack, loaned players in goal, etc. Now, when you move to your new club, not only will all of your favourite 'top-players' already be there, but you will have buggered up the team you left. Now that's what I call cricket. Aha-ha-ha!

COMPENDIUM AHOY!

Snip Tips fans might be interested to know that a compendium of Amiga cheats is now available from a young chap called Christian Oliff for the grand sum of £2.50. The compendium contains hundreds and hundreds of cheats, codes, passwords, maps, sub-games, solutions, hints and tips. Young Christian sent me a free copy (ta mate) and it has to be said that it's very nice indeed. So, if you're interested, send a cheque to the following address, made payable to the aforementioned Christian Oliff, 33 Hillside Crescent, Weldon Corby, Northants NN17 3HF.



GAMES SURGERY

Phew crikey! What a crazy bonkers month Matt the Medic has had! Still, he's always got time for his best mates, that's you kids, so let's wake the old bugger up and see what's in his bulging bags. Of post.

Dear Matt,

I am completely stuck in *Simon the Sorceror*, so I have a couple of questions for you: 1) How do I become a wizard? 2) How do I get to the tower across the precipice? 3) Where do I use the placard?

All my love,
Nikki,
Amsterdam.

Hello lady! "All my love, Nikki, Amsterdam", eh? Hmm, sounds promising. Well baby, let's answer those little questions for you. 1) You need to collect the staff from Repulser's Tower (by using the woodworm on the floorboards and then the ladder. You also need to have 30 gold coins. Just take both these items to the wizards and you'll be a necromancer indeed. 2) You'll notice that there's a climbing pin missing from the precipice (nice word, incidentally) but if you use the fire extinguisher — from the dragon's cave — on the woodcutter's fireplace, you'll find the missing devil. 3) As for the placard, er... dunno! Can't remember for the life of me. Does that mean you won't send me any 'special presents' now, Nikki?

Dear Matt,

S.O.S. I seem to be stranded on *Monkey Island 2*. How do I get across to the smaller island by the waterfall on Phatt Island? I suspect I have to turn the waterfall pump off, but have no idea how to do it. Please return the message as soon as possible, as food supplies are very limited!!

Captain Bligh
of the good ship Bounty.



Yes. Right you are guvnor. Anyway, you are right about the waterfall pump, tricky, eh? So get yourself right up to the top and find the thing in the first place, and use the monkey on it. When you go back to the waterfall, there'll be a nice big hole for you to play with (gfaw!).

Oh omnipotent one,

Could you possibly grace me with your all-knowing knowledge (other readers, please note that this is exactly the way to start all letters to me! — Matt.) I am stuck on *Monkey Island*, where I can open the gate by pulling the nose on the totem pole, but can't go through as the gate drops as soon as I let go. Also, are you supposed to give the Idol of Many Hands to the cannibals as, when I came, I didn't have it.

Owen Gallagher,
Dublin.



After you escape when the cannibals lock you up, give the monkey the bananas you're carrying and he will follow you. If you now attempt to open the gate, the monkey will copy you, allowing you to enter. And yes, you will need to give the idol to the cannibals. And er... that's it.

Dear Matt the Sexy Medic,

(Er... actually, that's a much better way to start a letter to me! — Matt.) I've just bought *Beneath a Steel Sky* and am totally and utterly crap at it — I am only a girl! I've got to the surgery and given the man my testicles (not easy when you're a girl. — Andy.) and he has given me the Schreibmann Port. I asked the travel chap about the special policy and got Joey to weld the anchor off the statue. Unfortunately, being a girl, I can't get any further. Please help. I'll make it worth your while.

Rebecca,
West Midlands

P.S. Here in the West Midlands you are thought of as some what of a sex god. Please send me a signed photo. (Puke! — Everyone.).

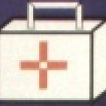


Hmm, now let's be honest here 'Rebecca', you're either a woman with extremely good taste, or your some bloke who knows that by offering me sexual compliments, I'll do anything you say. If you're a bloke, well done, it worked. If you're really 'Rebecca', well hellooooo! Incidentally, you didn't include your address, so I'm afraid there's no photo on its way. Still, have a solution! Once you've got the anchor, leave, and make your way up to the next level. Enter the doorway to the right of the steam room's entrance and you'll find yourself back where you started, so walk upstairs and go out onto the high ledge. Use the anchor with the cable, and then use your improvised grappling hook on the security sign on the building opposite. Wheee! Have fun gorgeous! (Matt, you utter tart. — Haz.).

Dear Matt,

I'm stuck on Monkey Island. Can you help? I need to know how to get Otis out of the prison cell so he can be the third member of my crew (to find the governor). I've already got Meathook and the Swordmaster to be part of my gang. What next?

Mashuk Khan.
Leicester.



Hokey cokey, let us begin, at the beginning. To free the prisoner you first need to go to the Scum Bar and collect all of the mugs. Fill one up with grog from the barrel and keep using the mug with grog, with an empty mug, thus stopping it burning a hole in the bottom. Give the grog to the prisoner, and when he burns through the lock he'll run off. You'll have to sort the rest out for yourself because I'm running out of room!

THE SURGERY IS NOW CLOSED

Indeed it is, little chums and chumettes, but count to infinity and I'll be back again before you know it. Send all your game queries to: Matt The Medic, Games Surgery, *The One*, 30-32 Farringdon Lane, London EC1R 3AU. Or you can e-mail us at: theone@cix.compulink.co.uk. Don't ring me. Don't ring me. Don't ring me. Alright?

SHOW-OFF SHELF MEDICATION REQUIRED

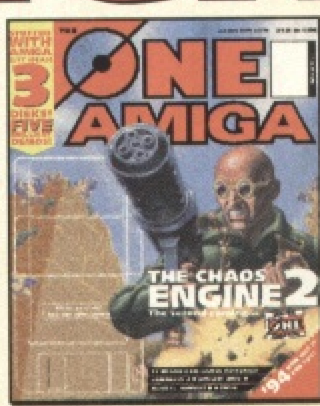
- Ian Montgomery would like to know how to acquire the Blade of Talon. He is on the Medusa level, just before you are trapped in a glass cage. (Game? — Haz.).
- Paul Nobel wants to know how to get the safety pin in the Dream World of *Gobliins 2*.
- Simon Wright wants to know how to finish Mission 8, phase 2 in the original *Cannon Fodder*.

FREE PRESCRIPTIONS

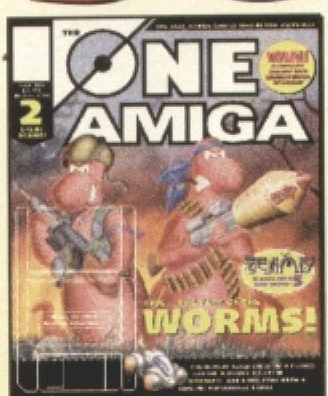
- Nurse Monty has a solution for P Millar on *EOTB2*. Put a weight on each corner stone, and the middle pressure pad, and the door opens. The Darkmoon key is beyond, but you'll have to negotiate some imaginary walls before you can collect it.
- Doctor Ben Jacklin writes like a child with the shakes, but hell, does he give a good solution. In answer to John McLachlan's May issue query on *Indiana Jones and the fate of Atlantis*... take two of the statue heads and go through the gate. Use the whip to get the last statue head and then go to the map room. Put the three heads on the pedestal to open a door. Before you can do this though, there are a number of puzzles to be solved in the labyrinth which only become active once the second gate is opened... To get the gold box, find the room directly below and poke Sternhart's staff into the statue's mouth. The room with the bouncy floor is a lift, so use Indy and Sophia's combines weight to shift it. After finding the Worldstone, climb the chain on the minotaur's head and then walk to the head. Don't insult Sophia, but try to talk her into climbing through the hole.
- Doctor Ben also has a solution to P Miller's *EOTB2* prob'. Two of the Darkmoon keys are to be found in Silver Tower 2. Two of the flying snakes drop them when killed. The other two keys are in Silver Tower 3. At the start of the level there is a random teleporter which, if continually used, will eventually take you round all the possible locations. Do this until you've visited both locations with keys.

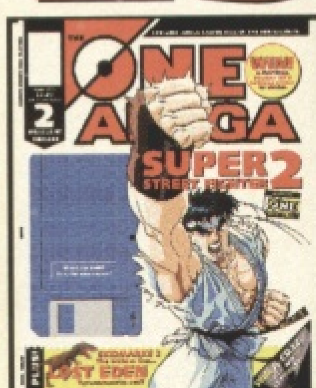
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JUNE 1994
ON THE DISKS! Armour-Geddon II, Gulp! Kung Fu Charlies! *WiPPED!* Super Stardust, Dragonstone, Embryo, Ruff 'n' Tumble, Kick Off 3! *REVIEWED!* Elfmania, James Pond 3, Traps 'n' Treasures, Last Action Hero, Bump 'n' Burn and a cast of thousands. Well, three actually. *TIPPED!* Complete solutions to Darkmere and Beneath a Steel Sky and a few other unimportant stragglers. *PLUS!* Some other interesting features, which weren't about games.

JULY 1994
ON THE DISKS! Sensible Soccer International, Out to Lunch! Empire Soccer, Quik! *WiPPED!* Kid Chaos, Top Gear 2, Wild Cup, Psycho Pinball and several more! *REVIEWED!* Out to Lunch, Banshee, Crash Dummies, Impossible Mission 2025 is all I can remember! *TIPPED!* K240, Perihelion, MUPLC, Armour-Geddon II and ensemble. *PLUS!* The History of the Amiga before it all went went horribly wrong. .

SEPTEMBER 1994
ON THE DISKS! Ruff 'n' Tumble, Putty Squad, Dragonstone! *WiPPED! Cyberwar* (doh!) King of Thieves (doh!) ATR, Football Glory, Litil Divil and a hatful of songs! *REVIEWED!* Universe, Pinkie, Ishar 3, The Clue, On The Ball and sackful of dreams! *TIPPED!* Benefactor, Valhalla, Kings Quest 3, Out to Lunch, James Pond 3! *PLUS!* Brains! Who is the Amiga's cleverest programmer? And more than one other thing too.

OCTOBER 1994
ON THE DISKS! Alien Breed 2: Tower Assault, Zonked! (or X-IT as it is now very cleverly called) Sensible World of Soccer! *WiPPED!* Jungle Strike, Mega Race, PGA European Tour, and doubtless some further games in the making! *REVIEWED!* Theme Park, Litil Divil, Gulp!, Starlord, Reunion etc. *TIPPED!* Kid Chaos, Heimdall 2, Ishar 3 etc. etc.! *PLUS!* Peter Molyneux coughs up! And 'Everything you ever wanted to know about the Amiga, but probably already knew anyway'.

NOVEMBER1994
ON THE DISKS! Aladdin! Embryo, and, er that's more than enough for you buggers! *WiPPED!* Cannon Fodder 2, Powerdrive, Premier Manager 3 and a whole lot more! *REVIEWED!* Aladdin, FIFA Soccer, Football Glory, Guardian, Zonked! Which never came out, until now. Under a different name. *TIPPED!* Universe, Benefactor, Litil Divil and the rest of the games! *PLUS!* Dominic Diamond. Is Simon Byron's best mate. Because he's on telly.

DECEMBER 1994
ON THE DISKS! Rise of The Robots! And Mortal Kombat II. And really, we do rather spoil you! *WiPPED!* The Lion King! Mortal Kombat II, Sensible Golf et tout les autres. *REVIEWED!* Cannon Fodder 2, Premier Manager 3, Zeewolf, Jungle Strike, PGA European Tour! And so many more that my head's fallen off. *TIPPED!* Reunion, Robinson's Requiem and ladies accessories. *PLUS!* A fandabidozi MKII Poster! And that's it!

JANUARY 1995
ON THE DISKS! Jungle Strike! Battle Tanks! Holiday Lemmings! Skidmarks 2! Base Jumpers! Yes that's right the five of them. At the same time! *WiPPED!* The Chaos Engine 2! Pizza Tycoon! Shadow Fighter (special bluey edition)! *REVIEWED!* Mortal Kombat II, Dreamweb, Pinball Illusions, ROTR, Overlord, and far too many golden moments to mention here. *TIPPED! Zeewolf, Crystal Dragon, UFO ohh and I don't know, more games than you can shake a stick at!* *PLUS!* Behind You! The best games of 1994 (allegedly)! And tons and tons of insincere Xmas cheer!

FEBRUARY 1995
ON THE DISKS! Marvin's Marvellous Adventure! Shadow Fighter! and, rather predictably, that's your lot! *WiPPED!* Chaos Engine 2 (again), Boo!, Master Axe and a complete hatful of songs! *REVIEWED!* The Lion King, Bloodnet, Flink, Dragonstone, Shadow Fighter and more! Games. *TIPPED!* Mortal Kombat II, Lemmings 3, Sim City 2000, Tower Assault and other sundry old lags! *PLUS!* The Eliza Files: The Fluff with the Guff corners some poor unsuspecting swine from the software industry and asks him about his mum.

MARCH 1995
ON THE DISKS! Valhalla: Before the War! FIFA International Soccer! and, rather lamely, that's it for March! *WiPPED!* Worms! Chaos Engine 2 (is there no end to it?), Pussies Galore!, Elite III (Frontier 2)! Alien Breed 3D! *REVIEWED!* ATR, Speedball CD32, King Pin, Skeleton Krew, Valhalla: Before the War and a tin of pineapple chunks! *TIPPED!* Lemmings 3! Cannon Fodder 2! Shadow Fighter and Teacake for the Derby! *PLUS!* The Eliza Files: More blaggery from the slaggery *AND!* Censorship. We fail to adopt a coherent position on this crucial subject!

APRIL 1995
ON THE DISKS! X-Fighter! Flight of the Amazon Queen! *WiPPED!* Lost Eden! Player Manager 2! Baldies! Super Street Fighter 2! *REVIEWED!* Skidmarks 2! Dawn Patrol! TFX! *TIPPED!* SWOS! Cannon Fodder 2! Bloodnet! *PLUS!* The Fancy League continues! And Eliza witters to another Softy!

MAY 1995
ON THE DISKS! Gloom! SWOS Update! Platman! *WiPPED!* Gloom! Virocop! X-Fighter *REVIEWED!* Pizza Tycoon! (oops!) Exile! Ultimate Soccer Manager! *TIPPED!* Flink! Championship Manager 3! Valhalla BTW! *PLUS!* The Fancy League again! Eliza! *AND!* Ants! The worst game ever?

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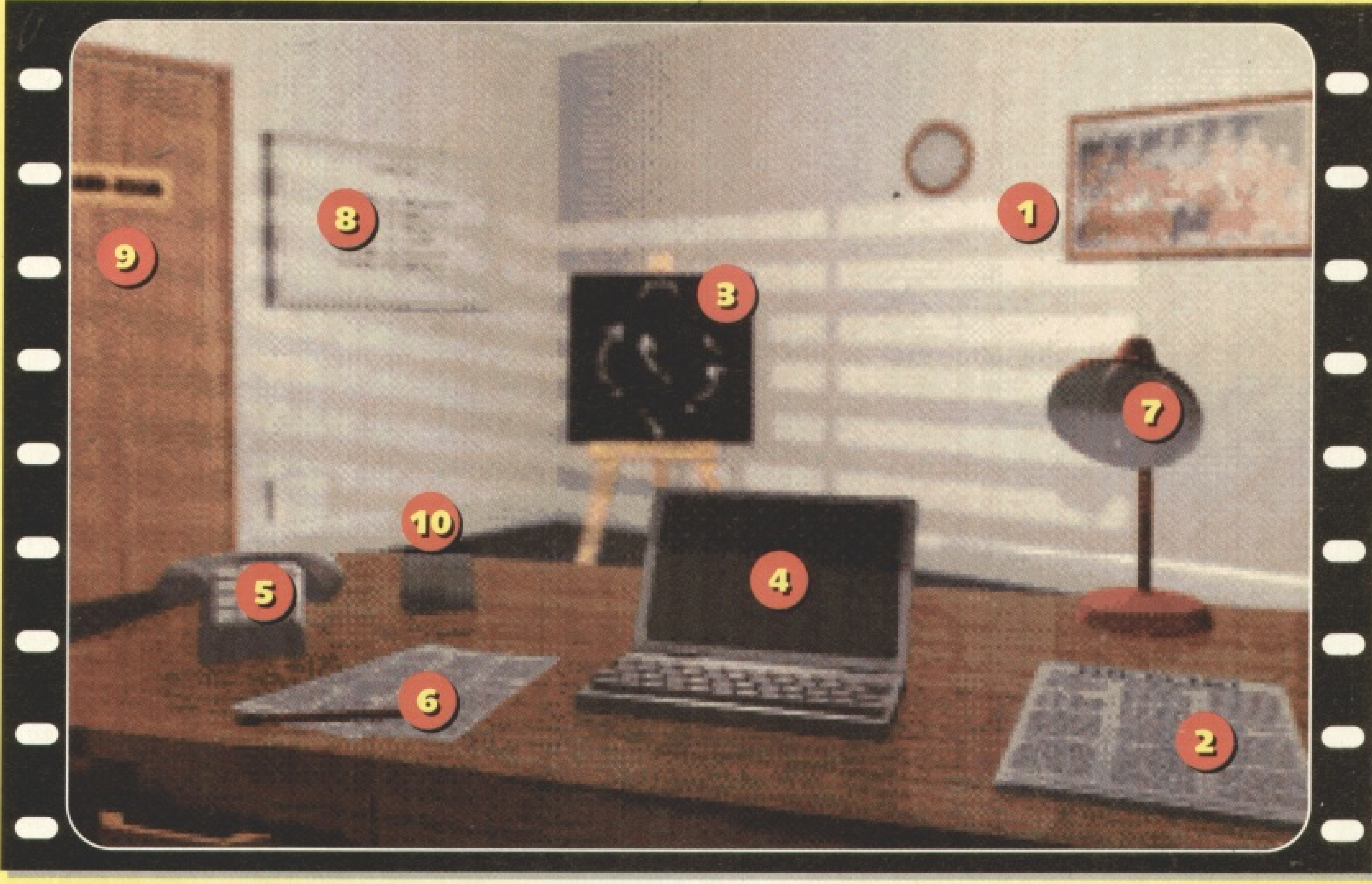
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STRIP OFFER!

Thanks to those deep-pocketed tracksuits at Anco, we'll be giving away a complete football kit worth quite a few bob, a pair of jolly expensive boots and a proper football to boot (aha-ha-ha) to the lucky prize winners of this great Player Manager 2 Competition. Brian. Or is it Des?

What exactly do football managers do, though, eh? I mean there's all the obvious stuff, like picking the team, transfers, contracts, wearing jewellery, losing games, hiding your bald spot under a dead ginger tom-cat etc., but what about the rest of the time? And what do they do in that holy of holies, the managers office? I've really no idea, but why not have a nice easy guess and win yourself a super team-strip of your choice? Look, even if you come second you'll get a fab pair of footy boots! And the third lucky name out of the completely imaginary competition titfer will get a super football! Excited? I bet you are — but please take the time to read the instructions below before going 'Whoop!' Thanks.

THE INSTRUCTIONS BELOW BEFORE GOING 'WHOOP!'

Now, all you have to do is have a gander at the screenshot of the manager's office from *Player Manager 2* (see our review on page 48) answer the 10 user-friendly multiple choice questions and using the cleverly constructed entry form send your answers to: Aston Villa 7 Wimbledon 1, The One, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU. The first three correct entries out of the hat will win the prizes. Oh and the Editor's decision is final. No correspondence will be entered into. So no change there, then. Please don't forget to tell us which team strip you want, and what size footy boots you take. It will make life so much easier.

QUESTIONS

1)A nice picture. Is it...
- a)Your quad? ❑
- b)Your squad? ❑
- c)Your squid? ❑

2)What's in the newspaper?
- a)Match reports? ❑
- b)Chips? ❑
- c)Lies? ❑

3)What's on the blackboard?
- a)Hard sums? ❑
- b)Tactics? ❑
- c)Rude words? ❑

4)What is the lap-top for?
- a)Licking? ❑
- b)Tetris? ❑
- c)Setting training schedules? ❑

5)A phone. Use it to?
- a)Make transfer deals? ❑
- b)Feel my Great Tits? ❑
- c)Feign competence? ❑

6)The pen and paper is for...
- a)Picking your team? ❑
- b)Picking your nose? ❑
- c)Picking strawberries? ❑

7)The anglepoise lamp is for...
- a)Interrogations? ❑
- b)Decorative effect? ❑
- c)Fast tanning action? ❑

8)The Fixtures List. Does it?
- a)List fixtures? ❑
- b)Sing Hosannah? ❑
- c)Write poetry? ❑

9)A nice door leading to
- a)The board room? ❑
- b)San José? ❑
- c)The Secret Garden? ❑

10)A desk calendar, showing...
- a)The date? ❑
- b)Schindler's List? ❑
- c)A bit too much leg? ❑

Name ....

Address..

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If I win I want a ....strip

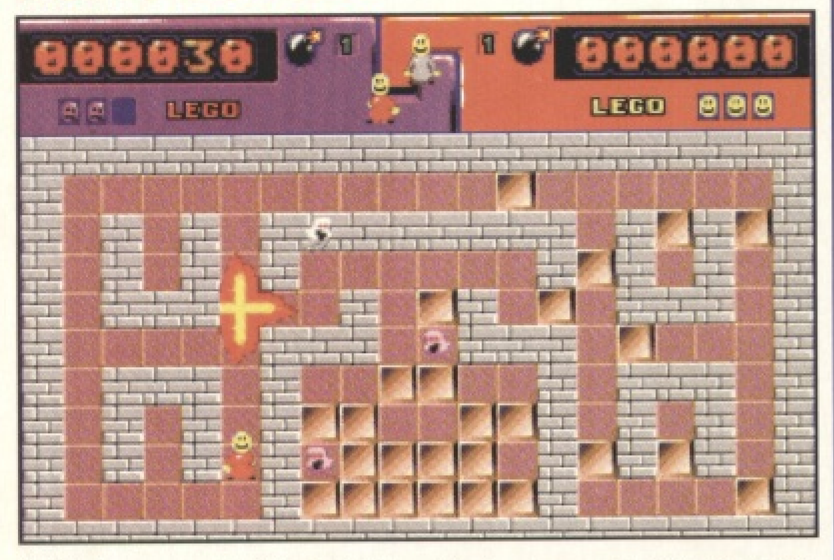
My boot-size is..

PD ZONE

YES! At last, I've found someone else to do PD Zone! And so, this is Matt Broughton signing off, leaving you in the capable hands of work experience chum extraordinaire, Alan Rutter. No, Alan, look, you chump, the words come in through there matey...

BOOMIN' ECK

Mon PD Disk G323



You run around a single screen. You drop bombs. You blow up blocks. You find bonuses. You kill the other player. Yep, c'est *Dynablaster*, only this time it's *Boomin' Eck*.

The only alterations to this familiar theme are that you have to find the exit to end the level, and there's an unusual one player game. Graphically it's a bit basic, with very few animation frames used for the main character and only two used for the ghosts which follow you around. The levels are all in the same style (although this is just the demo) and overall it's supremely average.

Apparently you're a Lego man who is clearing the blocks from a maze so that a wizard will give you some legs. This bloody stupid plot is probably an attempt to cover up for the main sprite, a yellow faced man with no legs.

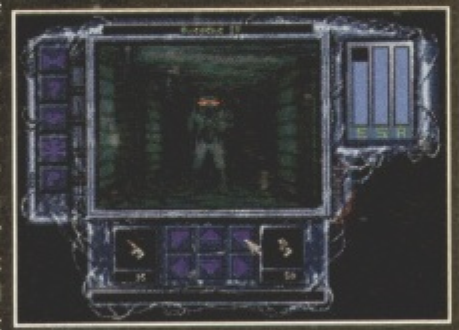
In 1-player mode you'll soon get bored with the limited number of maps, as the only thing you can vary in each game is the number of ghosts on the screen. These digital apparitions float annoyingly through walls and attempt to bump into you and kill you, but they are more of an irritation than anything else. Due to the lack of any significant adversaries you're pretty much left to your own devices to find the exit and leave the level. In 2-player mode the game is better, with the addictive qualities all *Dynablaster* clones possess, as each player tries desperately to kill the other in typical high explosive style. However, *Boomin 'Eck* does drag after while, and it won't keep many of you going for long because, frankly, there's no point to it and there's no feeling of progression at all.

That yellow and red thing looks a bit cross doesn't it?

OVERALL 69%

LEGIONS OF DAWN

F1 Licenceware, Disk F1-085



Although *Legions of Dawn* comes complete with lengthy instructions and a science fiction novel on the disk, surprise, surprise if the plot doesn't become irrelevant when you play the game. It is your task to guide a psychopathic criminal through a maze until you find an inhabitant, at which point you fire at the offending inhabitant until he expires in a satisfyingly bloody fashion. Simple, non?

LOD looks excellent and the graphics are good enough to stand next to full price games. While the menus and options screens are impressive in their depth — 20 levels and eight different characters — the game itself is even more so; an atmospheric adventure which will be familiar to most gamers.

The control system is good, allowing actions to be completed quickly and easily, with all objects being manipulated using the mouse. One notable omission for a game of this type is the lack of any method of manipulating objects in the playing area itself — you can't drop things or pick them up — although all items can be bought or sold at 'computerised jumble sale' terminals dotted around the levels.

Combat is perhaps over-simplified, and usually comes down to just hammering the left mouse button with the pointer on the gun icon until your target disappears in a jolly welter of gore, some of which sticks to your screen — it's so nice to see aesthetic niceties scrapped in the name of fun, eh? *Legions of Dawn* is worth far more than the asking price, and you'd certainly benefit from considering this little number before blowing 30 quid on *Angst*, for example. Heartily recommended.

OVERALL 90%

M*A*S*H

Chris Gregan

This is not a *Worms* clone! This is declared in no uncertain terms by the programmer of PD game *M*A*S*H*, who claims that his game was made before Team 17's and is therefore entitled to be judged on its own merits.

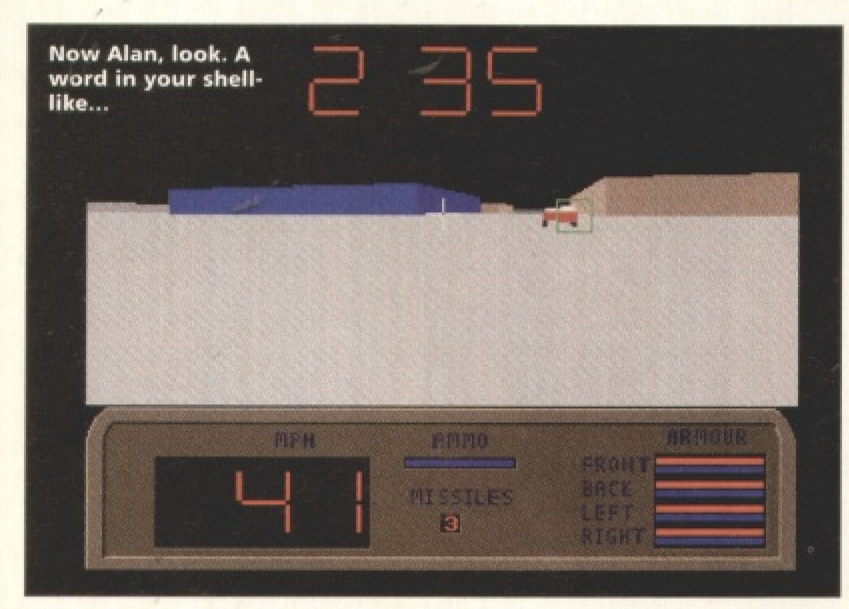
*M*A*S*H* is actually a cross between *Lemmings* and *Cannon Fodder*, and it's your task to move several small blue people across a horizontal landscape while shooting the enemy. Your troops are deployed from a pipe at one end of the landscape, with the aim being to force the enemy back until you can reach their pipe and blow it up.



Two types of unit are available, tanks or 'spuds' (ie. little blokes). The tanks can be used in a similar way to the game, er... *Tanks*. They can be moved into strategically advantageous positions on the battlefield where they can fire one of a variety of weapons, choosing angle of elevation and shot force. Unfortunately the enemy moves quickly making it very difficult to hit them. This fact makes the 'spuds' tactically, a better choice. Ah, but why, though?

Well, 'spuds' move quickly and can dig, build bridges or jetpack, as well as shoot. Firing at the enemy is handled in the same way as with tanks, except there's a rather nifty





Now Alan, look. A word in your shell-like...

MOTOR DUEL

CLR Disk CLG 9

Motor Duel is a one-on-one battle (hence the word 'Duel') between two motor vehicles (thus explaining the 'Motor' element to the title). What you won't expect is that this is in fact a PD attempt at a polygon based 3D game. (NO! I wasn't expecting that! — Matt.) See. Told you.

Motor Duel is played in one of four different arenas, with the player controlling a car armed with a 30mm cannon and three missiles. The joystick is used to control your metal monster (which actually resembles a Volvo), with forward and backward being accelerate and brake, while left and right steer. No shocks there then. Aha-ha-ha! The aim, rather unsurprisingly, is to destroy the other car by wearing away its armour, while working against a time limit and dwindling ammunition supplies.

Grabs. They need to be a bit more exciting than these, don't they.

In one-player mode the computer car is a bit of a disappointment as it makes no effort to attack opting instead to zip around the arena at high speed while you attempt (vainly) to destroy it with your weapons. The time limit invariably runs out before you've got more than a few hits in.

As is the case with all too many games nowadays (so they keep telling me) it is in two-player mode that *Motor Duel* really comes into its own. As a Duel. This is partly because you can't use the computer's tactic of running away and hiding. Try this crappy girls' ploy and you'll soon crash into something, allowing your opponent to come screeching in, guns blazing, or alternatively ram you — an attack only active in the two player game.

The car does handle well, with skidding and speed taken into consideration when turning, and it all runs very smoothly (Alan, what the hell are you on about, son? — Haz.). The 3D side ('sides', surely? — Andy.) of the game is also well produced, making the game a very impressive PD offering. The arenas are pretty different, with a variety of buildings for you to crash into at high speed. (Hurrah! — All.)

OVERALL 85%

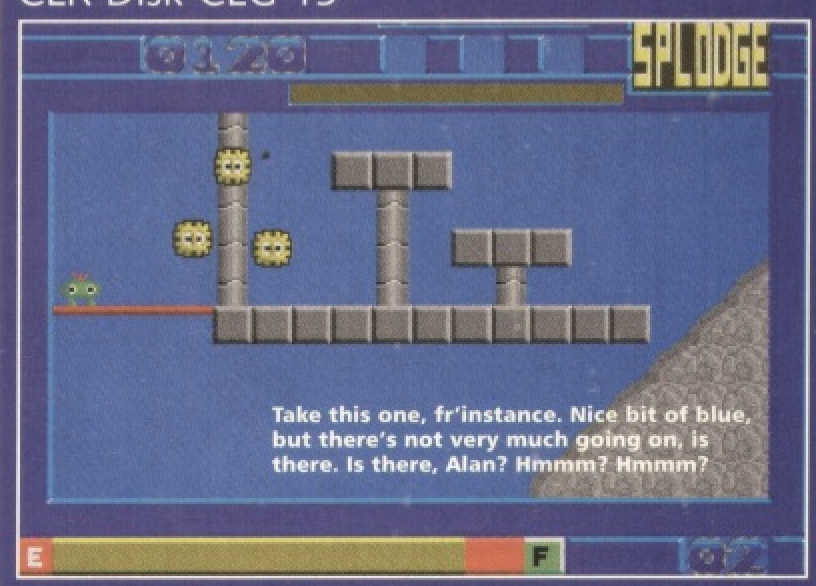
flamethrower which incinerates everything that's close to you — which makes a change from having to try hit the enemy from afar. It's easier to use than the standard gun and amusing to boot! Don't worry though kids, they're only potatoes.

*M*A*S*H* is a very good game, slightly annoying in places, but enjoyable overall. As with the aforementioned *Lemmings*, it's great fun watching the little blighters die (especially with the flamethrower!) and dying is something which occurs with surprising frequency. The most enjoyable potato massacre simulation I've played in a while.

OVERALL 86%

SPLODGE — THE ESCAPE

CLR Disk CLG 15



Take this one, fr'instance. Nice bit of blue, but there's not very much going on, is there. Is there, Alan? Hmmm? Hmmm?



For those of you a-wondrin', *Splodge*, the hero of this piece, is a small green creature who has been recently captured (by big hairy monsters, incidentally) and imprisoned behind a spaceport. Now he has to escape, and you've got to help him to do it. Er... that's the plot, and quite frankly, I've seen better storylines in the *Beano*. But irrelevant plot aside, how does this cutesy little platform puzzler fare?

Well, although I have instant feelings of animosity towards cute games with simple objectives (I'm a violence man myself), *Splodge* is actually quite fun. It's well presented, and the controls are simple and responsive. The 'Wee!' noise that the bogey-like *Splodge* makes as he jumps becomes extremely annoying after a while, but, thankfully, can be turned off along with the rest of the sound effects.

The puzzles are generally easy, resembling those found in the *Dizzy* games. As a 'for instance', in one screen you'll discover a match and in the next you'll conveniently discover a wooden wall which needs to be burnt down. Hmm, there's tricky. They do get a bit harder, but not much. At all.

As you progress into the game there are different sections, such as a maze, which need to be a passed in order to progress further. There are also monsters and ghosts positioned throughout the game which attempt to drain your irretrievable energy bar. The sods.

I don't know exactly how big this game is, but it's certainly big enough you entertain you for quite a while if you play it through to the end. And let's not forget, this is luuverly cheap PD! There's plenty of platform action and puzzles for you to get through, but in terms of graphics and gameplay, the game is a bit lacking in the variety stakes. This jolly little platform-puzzler may begin to pall after a while, but so what? At this price it's worth a look.

OVERALL 80%

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C005 Deluxe Paint Tutor	1.25
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C007 Clip Art	1.25
C008 ABC Adventure Creator	1.25
C009 Lllinois Labels	1.25
C010 Audio Animation Studio	1.25
C011 Word Power	1.25
C012 Font Farm	1.25
C013 Wine Makér	1.25
C014 Assassins	1.25
C015 Print Studio	1.25
C016 Garden Designer	1.25
C017 X Beat	1.25

UTILITIES

U003 The Workshop	1.25
U006 Address Book	1.25
U008 Asteroid	1.25
U010 Autograph	1.25
U013 The Right Way	1.25
U014 Panasonic Printer Driver	1.25
U015 H.P. Printer Driver	1.25
U016 Seikosha Printer Driver	1.25
U017 Cannon & Citizen Printer Driver	1.25
U018 H.P. 550c Printer Driver	1.25
U019 Imploder V4.00	1.25
U020 Bad Format	1.25
U021 Amiga Beginers Guilde	1.25
U022 Better Bench V1.2	1.25
U023 De-grader 500 600 1200	1.25
U024 Extermin-8 Virus Killer	1.25
U025 Engineers Kit (1220 only)	1.25
U027 Fake Memory for a 1200	1.25
U028 Action Replay For The 600	1.25
U029 Amiga Tutorial	1.25
U030 A.C.E.S Database	1.25
U031 Abases v1.33	1.25
U035 Text Plus v4.00	1.25
U037 Ultimate Cheats And Solutions	1.25
U038 Number Pad For 600	1.25
U039 Calorie Base	1.25
U040 J R Comm	1.25
U041 Race Raptor	1.25
U042 Pools Pools V2	1.25
U043 Training Log	1.25
U044 Mastie Niblick	1.25
U045 D-Solve	1.25
U046 Lockpic v2.0	1.25
U047 Relo Kick v1.4	1.25
U048 Procad Electroid	1.25
U049 Dividends Winner	1.25
U050 Odds On	1.25
U051 Power Copier	1.25
U052 Essential Virus Killer	1.25
U053 Soccer League	1.25

DEMOS & RAVE

D001 Night Breed	1.25
D002 Iron Maiden Slideshow	1.25
D003 Good Morning Vetnam	1.25
D004 Creep show	1.25
D005 Fracion horror show	1.25
D006 Total Recall Slideshow	1.25
D007 Evil Dead (1 meg)	1.25
D008 Batman Cartoon	1.25
D009 Robocop	1.25
D010 Viz Slideshow	1.25
D011 Not The 9 Oclock News	1.25
D012 Raider Of The Lost Ark	1.25
D013 Predator Demo	1.25
D014 Safe Sex	1.25
D015 Stealthy 2 (1 meg)	1.25
D016 Jimi Hendrix Slideshow	1.25
D017 Kim Wilde Slideshow	1.25
D018 Holsten Pils	1.25
D019 Popeye Meets The Beach Boys	1.25
D020 Star Trek Animations	1.25
D021 Moonwalker Demo	1.25
D022 Mike Tyson (1 meg)	1.25
D024 Terminator	1.25
D025 Aliens Demo	1.25
D026 Life Of Brain	1.25
D027 The Garfield Slideshow	1.25
D028 Teenage Turtles Slideshow	1.25
D029 WWF Slideshow	1.25
D030The Gathering GFX	1.25
D041 Enterprise leaving Dock	1.25
D042 Girls of Sport	1.25
D043 The Run (1 meg)	1.25
D044 Star Trek Animations	2.50
D045 Jesus On E's	1.25
D046 How To Skin A Cat	1.25
D047 Calendar Girls	1.25
D048 Rave Vision	1.25
D049 Techno Warrior	1.25
D050 Jesus Loves Acid	1.25
D051 House Samples	1.25
D052 Rave Length	1.25
M028 Pink Floyd The Wall Remix	1.25
M029 No Limits	2.50
M030 Cybernex	1.25
M031 Motiv-8	1.25
M032 Sound Track Slampler (4 disks)	4.99
M033 Sound Effects	1.25
G014 Zalycon	2.50
G015 Earth Invaders	1.25
G016 Psycho Santa	1.25
G017 Mayhem	1.25
G018 The Fun House	1.25
G019 Amos Games	1.25
G020 Games Galore	1.25
G021 Quadrix (pal only)	1.25
G022 Buzzard	1.25
G023 Break Out	1.25
G024 Demolition Mission	1.25
G025 Lady Bug (not 600 or 1200)	1.25
G026 Depth Charge	1.25
G027 Addams Famly	1.25
G028 Tetren	1.25
G029 Dual	1.25
G030 Spitfire Assault	1.25
G031 Tetris Pro	1.25
G032 Relayer	1.25
G033 Bomb Jacky	1.25
G034 Top Secret	1.25
G035 Flagcatcher	1.25
G036 Wizwar	1.25
G037 Battlements	1.25
G038 Calculus Combat	1.25
G039 Blob	1.25
G040 Sector	1.25
G041 Gush	1.25
G042 Smurf Hunt	1.25
G043 Super League Manager	1.25
G044 Quiz Master & Editor	1.25
G045 Revenge Of The Mutant Camels	1.25
G046 Tank Attack	1.25
G047 White Knight	1.25
G048 Wibble World Giddy	1.25
G049 Pixie Kingdom	1.25
G050 American Star Trek	2.50
G051 Atlantis	1.25
G052 Adventure Soultions (not 1200)	2.50
G053 Legend Of Lothian	1.25
G054 Iron Clads (not 1200)	2.50
G055 Wizars Wars	1.25
G056 Fortress (demo)	1.25
G057 Neighbours Adventure	2.50
G058 Space Rescue	1.25
G059 Dungeon Dvelerr	2.50

SPORT

SP001 Top Of The League	1.25
SP002 Scottish Football Manager	1.25
SP003 18th Hole	2.50
SP004 Mr.Men Olympics	2.50
SP005 Slamball	1.25
SP006 Strikeball	1.25
SP007 Amos Cricket	1.25
SP008 Grand Prix Simulator	1.25

SIMULATIONS

SM004 Wheel of Fortune (not 1200)	1.25
SM005 Card Sharp	1.25
SM006 Sub Attack	1.25
SM007 Roulette	1.25
SM008 Act Of War	1.25
SM009 Micro Market	1.25
SM010 Strategic Games	1.25



FANCY LEAGUE

And the winner of the 1995 Fancy League Championship is... Marc Thein! From Skegness! Well done, mate. Come on, what's your managerial secret?

"Arsenal. I had two of the Arsenal players in my team: Seaman and Bould." You'll be an Arsenal supporter then, Marc. The Lord moves in mysterious ways.

Which players were crucial for you? "A Brazilian striker — with 50-odd points. Araujo, I think it was. And I had Henning Berg, who came through in the end with some good defending."

So, how has this 21 year old Champ, who works in a local supermarket, coped with his new found fame?

"My workmates were all amazed, because you never normally hear of anybody winning competitions. When I picked my team, I was hoping to win a free strip at the most. I'm amazed."

And where will you be going with your free tickets, Marc?

"I'd like to go to somewhere in Italy — Rome, for instance. Lazio against Roma."

Nice choice, fella! And which lucky little chickadee will be accompanying you on this all expenses paid trip of a lifetime?

"I'm taking my Dad with me, as a father's day present, because it'll save me buying him anything!"

Marc, you are a romantic fool. Well done again!

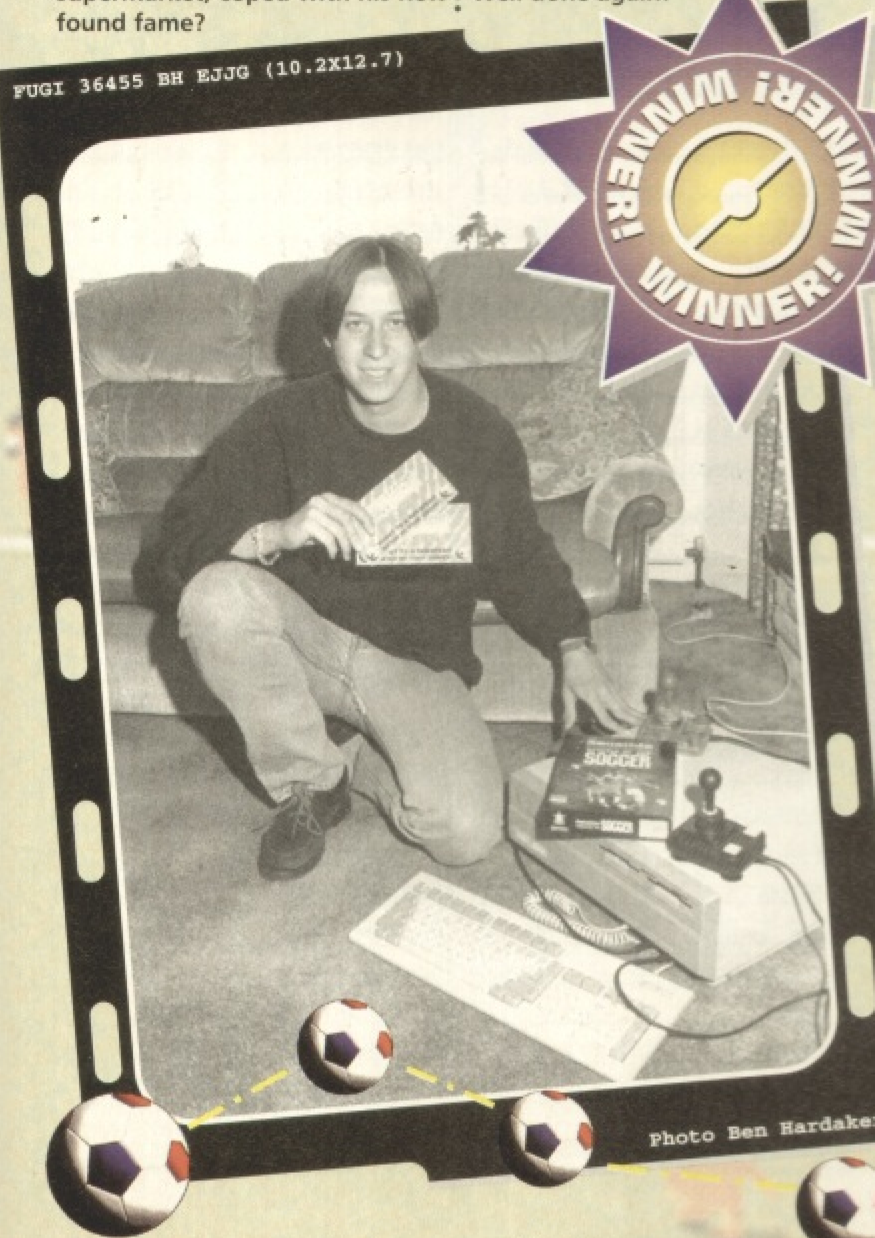


Photo Ben Hardaker

TOP FIFTY

Posn.	Team Name	Manager	Points
1	THEINY'S WONDERS	MARC THEIN	293
2	GASKING CITY	JULIAN GASKING	279
3	? INCORPORATED	IAN SHAW	275
4	GROUND ZERO	MATTHEW HICKS	267
4	HOLOCAUST UNITED	MARK SMITH	267
6	JIGSAW RANGERS	JIM MACKIE	261
7	THE FUN FACTORY FACSIMILIE	ALAN NORCUTT	260
8	KICKERS FC	KARL EMINSON	257
9	HARD DRIVE ATHLETIC FC	JR DAVEY	253
10	IF ONYL IT WAS WEST HAM	CHRIS ELEY	247
11	CINDERS RULES OK	RICHARD KINDRED	246
12	HERBIES EXPERIMENTALS 95	HERBERT TSYZAK	245
13	SCRONCH UTD & DERMY	DAVID RICHARDS	244
14	ELMO'S SELECT XI	ALI BAKAR	241
14	GLAM PLASTIC FOOTBALLERS	PAUL WILCOX	241
16	SOMETHING ILLEGIBLE	RAY WARD	240
17	MISPLACED CHILDHOOD	MARTIN GRIERSON	239
18	THE DOORS	GRAHAM GIBSON	238
[illegible]	CALIBRE	ANDREAS ANDREOU	236
[illegible]	ASHTON ATHLETIC	PAUL ASHTON	236
21	SKILLENS SUPREMES	MARK SKILLEN	235
21	WEST BROM BASHERS	RICHARD BASHFORD	235
[illegible]	PEST CONTROL UNLIMITED	ROBERT MASON	234
23	DYNAMO 37	DAVID CLAYTON	234
25	THE DEATH ROW POSSE	JOHN PORTER	233
25	GROVE CITY	JAMES THRUSH	233
25	GREAT EXPECTATIONS	CHRISTOPHER NUNN	233
28	ALMO'S SELECT ELEVEN	ALI BAKAR	231
28	GAETAN	JAMES DROLET	231
30	DROLET	JAMES DROLET	230
31	APES UTD	MARK BIRRI	229
31	ANDY'S A TEAM	ANDREW CLARKE	229
31	WITTON ALBION	STEVEN WITTON	229
34	SNESIBLE TEAM 9	YAKAB PATEL	228
35	KING OF THE POTATO PEOPLE	ADAM REVELL	227
35	DAZZA POOL	DARREN HAYMER	227
37	PHOENIX	DARREN SOMETHING	227
38	I BET THEY DRINK CARLING	JEFF BRAMWELL	226
38	CROWELPARK RANGERS	PETER MANDERSON	226
40	YATE'S YOBS	N. YATES	225
40	SHAGGY UNITED	JOE DOODLY	225
42	STEVE'S POWER RANGERS	STEPHEN HARVEY	224
43	CRASH TEST DUMMIES	MARK OSMAN	223
43	BLUE NOSE BEARS	GARY SARTAIN	223
45	ROWSELL'S ROCKETS	DAVID ROWSELL	222
45	MORGAN CITY	JOHN MORGAN	222
47	GOD'S IMPREGNABLE TEAM	BILLY HEMMINGWAY	221
47	NCC 170 D	MARK HILTON	221
47	SWOS UTD	DARREN THOMAS	221
50	BROON'S BOYS	GRAEME BROWN	220

AC Milan (Italy)

			GLS	PTS
Sebastiano Rossi	G	0101	0	-5
Christian Fanucci	D	0112	0	-18
Franco Baresi	D	0113	2	-10
Alessandro Costacurta	D	0114	1	-14
Paulo Maldini	D	0115	4	-2
Roberto Donadoni	M	0126	3	12
Demetrio Albertini	M	0127	5	20
Marcel Desailly	M	0128	7	28
Gianluigi Lentini	M	0129	9	36
Dejan Savicevic	A	0130	20	60
Alessandro Melli	A	0131	25	75

Barcelona (Spain)

Carlos Busquets	G	0501	0	20
Albert Ferrer	D	0512	0	3
Ronald Koeman	D	0513	0	3
Abelardo Fernandez	D	0514	2	11
Guillermo Amor	M	0525	6	24
Miguel Angel Nadal	M	0526	3	12
Josep Guardiola	M	0527	4	16
Jose Maria Bakero	M	0528	11	44
Sergi Barjuan	M	0529	5	20
Hristo Stoichkov	A	0530	19	57
Romario	A	0531	14	42

Galatasaray (Turkey)

Gintaras Stauce	G	0901	0	-72
Norman Mapeza	D	0912	0	-77
Mert Korkmaz	D	0913	0	-77
Yusuf Altintas	D	0914	0	-77
Bulent Korkmaz	D	0915	3	-65
Okan Buruk	M	0926	2	8
Suat Kaya	M	0927	4	16
Tugay Kerimoglu	M	0928	1	4
Hakan Suker	A	0939	5	15
Kubilay Turkyilmaz	A	0930	11	33
Saffet Sancakli	A	0931	16	48

Mamelodi Sun. (S. Africa)

Craig le Grange	G	1301	0	-53
Samuel Kambule	D	1312	0	-59
Johannes Modau	D	1313	0	-59
Lucky Molefe	D	1314	0	-59
Joas Magolego	D	1315	0	-59
Ernest Chirwali	M	1326	4	16
Rabbie Moripe	M	1327	5	20
Moses Morodi	M	1328	4	16
Zane Mosa	M	1329	5	20
Lovemore Chafunya	A	1330	10	30
Bennett Masinga	A	1331	9	27




Ajax (Holland)

Edwin Van Der Sar	G	0201	0	3
Michael Reiziger	D	0212	0	-10
Danny Blind	D	0213	0	-10
Frank De Boer	D	0214	1	-6
Finidi George	M	0225	2	8
Frank Rijkaard	M	0226	3	12
Edgar Davids	M	0227	3	12
Jari Litmanen	M	0228	7	28
Marc Overmars	M	0229	9	36
Patrick Kluivert	A	0230	16	48
Ronald De Boer	A	0231	26	78

Bayern Munich (Germany)

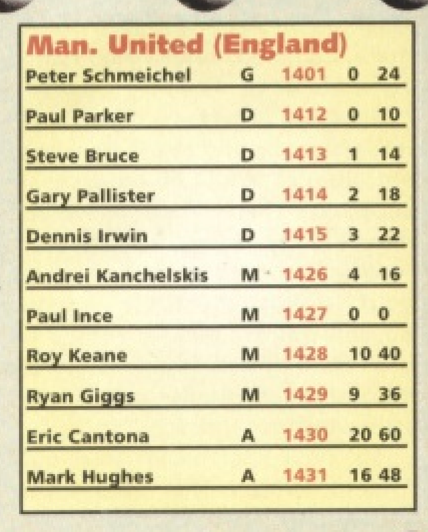
Oliver Kahn	G	0601	0	0
Oliver Kreuzer	D	0612	0	-4
Lothar Matthaus	D	0612	0	-4
Thomas Helmer	D	0614	1	0
Jorginho	M	0625	2	8
Christian Nerlinger	M	0626	7	28
Markus Schupp	M	0627	4	16
Mehmet Scholl	M	0628	8	32
Christian Ziege	M	0629	12	48
Jean-Pierre Papin	A	0630	16	48
Alain Sutter	A	0631	21	63

Juventus (Italy)

Angelo Peruzzi	G	1001	0	-15
Ciro Ferrara	D	1012	0	-27
Luka Fusi	D	1013	0	-27
Jurgen Kohler	D	1014	0	-27
Moreno Torricelli	D	1015	2	-19
Angelo Di Livio	M	1026	1	4
Antonio Conte	M	1027	1	4
Paulo Sousa	M	1028	4	16
Didier Deschamps	M	1029	2	8
Roberto Baggio	A	1030	14	42
Gianluca Vialli	A	1031	21	63

Man. United (England)

Peter Schmeichel	G	1401	0	24
Paul Parker	D	1412	0	10
Steve Bruce	D	1413	1	14
Gary Pallister	D	1414	2	18
Dennis Irwin	D	1415	3	22
Andrei Kanchelskis	M	1426	4	16
Paul Ince	M	1427	0	0
Roy Keane	M	1428	10	40
Ryan Giggs	M	1429	9	36
Eric Cantona	A	1430	20	60
Mark Hughes	A	1431	16	48



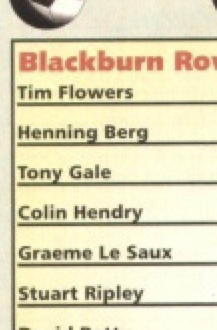


Arsenal (England)

David Seaman	G	0301	0	18
Lee Dixon	D	0312	2	12
Steve Bould	D	0313	0	4
Tony Adams	D	0314	1	8
Nigel Winterburn	D	0315	0	4
David Hillier	M	0326	5	20
John Jensen	M	0327	0	0
Stephen Schwarz	M	0328	9	36
Paul Merson	M	0329	6	24
Kevin Campbell	A	0330	14	42
Ian Wright	A	0331	21	63

Blackburn Rovers (Eng)

Tim Flowers	G	0701	0	16
Henning Berg	D	0712	0	-1
Tony Gale	D	0713	0	-1
Colin Hendry	D	0714	0	-1
Graeme Le Saux	D	0715	1	3
Stuart Ripley	M	0726	0	0
David Batty	M	0727	1	4
Tim Sherwood	M	0728	5	20
Jason Wilcox	M	0729	1	4
Chris Sutton	A	0730	8	24
Alan Shearer	A	0731	15	45

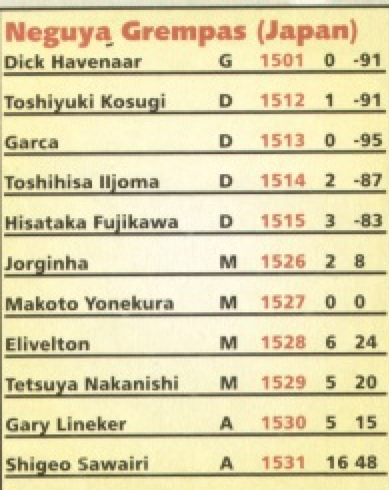


Lazio (Italy)

Luca Marchegiani	G	1101	0	-6
Paolo Negro	D	1112	1	-13
Roberto Cravero	D	1113	0	-17
Jose Chamot	D	1114	3	-5
Giuseppe Favalli	D	1115	4	-1
Roberto Rambaudi	M	1126	7	28
Aron Winter	M	1127	2	8
Paul Gascoigne	M	1128	12	48
Roberto Di Matteo	M	1129	6	24
Giuseppe Signori	A	1130	22	66
Alen Boksic	A	1131	17	51

Neguya Grempas (Japan)

Dick Havenaar	G	1501	0	-91
Toshiyuki Kosugi	D	1512	1	-91
Garca	D	1513	0	-95
Toshihisa Iljoma	D	1514	2	-87
Hisataka Fujikawa	D	1515	3	-83
Jorginha	M	1526	2	8
Makoto Yonekura	M	1527	0	0
Elivelton	M	1528	6	24
Tetsuya Nakanishi	M	1529	5	20
Gary Lineker	A	1530	5	15
Shigeo Sawairi	A	1531	16	48







Atletico Mineiro (Brazil)

Luis Henrikue	G	0401	0	8
Andre	D	0412	2	3
Neto	D	0413	0	-5
Paulo Roberto	D	0414	2	3
Allesandro	D	0415	2	3
Valdir	M	0426	6	24
Cristavo	M	0427	7	28
Carlos	M	0428	7	28
Tononho Perreira	M	0429	9	36
Renaldo	A	0430	10	30
Sergio Araujo	A	0431	23	69

FC Porto (Portugal)

Vitor Baia	G	0801	0	-15
Joao Pinto	D	0812	1	-22
Semedo	D	0813	0	-26
Aloisio	D	0814	0	-26
Rui Jorge	D	0815	2	-18
Secretario	M	0826	3	12
Vasili Kulkov	M	0827	2	8
Rui Barros	M	0828	5	20
Emerson	M	0829	3	12
Sergei Yuran	A	0830	8	24
Ljubinko Drulovic	A	0831	15	45

Liverpool (England)

David James	G	1201	0	-22
Rob Jones	D	1212	0	-36
Neil Ruddock	D	1213	1	-32
Phil Babb	D	1214	0	-36
John Scales	D	1215	3	-24
Stig Inge Bjornbye	D	1216	0	-36
Steve McManaman	M	1227	4	16
Jan Molby	M	1228	1	4
John Barnes	M	1229	3	12
Robbie Fowler	A	1230	11	33
Ian Rush	A	1231	27	81

Newcastle United (Eng)

Pavel Srnicek	G	1601	0	-21
Marc Hottiger	D	1612	0	-31
Darren Peacock	D	1613	0	-31
Philippe Albert	D	1614	0	-31
John Beresford	D	1615	1	-27
Ruel Fox	M	1626	5	20
Barry Venison	M	1627	3	12
Robert Lee	M	1628	7	28
Scott Sellars	M	1629	5	20
Peter Beardsley	A	1630	11	33
Andy Cole	A	1631	18	54



Paris St-Germain (France)

Bernard Lama	G	1701	0	-32
Jose Cobos	D	1712	0	-39
Alain Roche	D	1713	2	-31
Ricardo Gomes	D	1714	1	-35
Patrick Colleter	D	1715	0	-39
Daniel Bravo	M	1726	5	20
Paul le Guen	M	1727	7	28
Vincent Guerin	M	1728	6	24
David Ginola	M	1729	13	52
Valdo	M	1720	5	20
George Weah	A	1731	19	57

Sampdoria (Italy)

Walter Zenga	G	2101	0	23
Moreno Mannini	D	2112	0	6
Riccardo Ferri	D	2113	0	6
Pietro Vierchowod	D	2114	1	10
Sinisa Mihajlovic	D	2115	3	18
Attilio Lombardo	M	2126	8	32
Vladimir Jugovic	M	2127	2	8
David Platt	M	2128	11	44
Alberigo Evani	M	2129	5	20
Ruud Gullit	A	2130	21	63
Roberto Mancini	A	2131	17	51





Rangers (Scotland)

Andy Goram	G	1801	0	13
Dave McPherson	D	1812	0	-2
Alan McLaren	D	1813	2	6
Basile Boli	D	1814	1	2
David Robertson	D	1815	2	6
Craig Moore	M	1826	5	20
Stuart McCall	M	1827	3	12
Pieter Huistra	M	1828	3	12
Brian Laudrup	M	1829	12	48
Ally McCoist	A	1830	8	24
Mark Hateley	A	1831	21	63

Tottenham Hotspur (Eng)

Ian Walker	G	2201	0	-13
David Kerslake	D	2212	1	-19
Kevin Scott	D	2213	2	-15
Sol Campbell	D	2214	0	-23
Justin Edinburgh	D	2215	1	-19
Darren Anderton	M	2226	2	8
Gheorghe Popescu	M	2227	4	16
Jason Dozzell	M	2228	9	36
Ilie Dumitrescu	M	2229	11	44
Jurgen Klinsmann	A	2230	13	39
Teddy Sheringham	A	2231	19	57







Real Madrid (Spain)

Francisco Buyo	G	1901	0	1
Quique	D	1912	0	-11
Rafael Alcorta	D	1913	0	-11
Miguel Lasa	D	1914	1	-7
Michel	M	1925	3	12
Fernando Redondo	M	1926	5	20
Fernando Hierro	M	1927	0	0
Michael Laudrup	M	1928	10	40
Rafael M Vazquez	M	1929	6	24
Jose Emilio Amavisca	A	1930	16	48
Ivan Zamorano	A	1931	23	69

River Plate (Argentina)

Leonardo Aguirre	G	2001	0	-43
Ricardo Altamirano	D	2012	0	-51
Guillermo Rivarola	D	2013	0	-51
Roberto Clerico	D	2014	0	-51
Diego Cocca	D	2015	1	-47
Leonardo Astrada	M	2026	1	4
Julio Toresani	M	2027	0	0
Berti	M	2028	2	8
Ramon Medina Bello	A	2039	8	24
Alejandro Aranda	A	2030	12	36
Walter Silvani	A	2031	20	60

CELEBRITY TEAMS

DOMINIK DIAMOND

Sebastiano Rossi	G	0101	-5
Oliver Kreuzer	D	0612	-4
Paulo Negro	D	1112	-13
Neto	D	0413	-5
Miguel Lasa	M	1914	-7
Leonardo Astrada	M	2026	4
Tetsuya Nakanishi	M	1529	20
Moses Morodi	M	1328	16
Zane Mosa	M	1329	20
Dejan Savicevic	A	0130	60
Mark Hughes	A	1431	48
TOTAL			134

JON HARE

Luis Henrique	G	0401	8
Stig Inge Bjornebye	D	1216	-36
Paolo Negro	D	1112	-13
Dave McPherson	D	1812	-2
Miguel Lasa	D	1914	-7
Vladimir Jugovic	M	2127	8
Michel	M	1925	12
Antonio Conte	M	1027	4
Jason Wilcox	M	0729	4
Mark Hughes	A	1431	48
Sergio Araujo	A	0431	69
TOTAL			95

THE FINAL RESULTS...

MAMELODI	1	AJAX	1
TOTTENHAM	4	GALATASARAY	2
ATLETICO MINEIRO	3	RANGERS	2
SAMPDORIA	2	RIVER PLATE	0
MANCHESTER	3	MUNICH	1
AC MILAN	0	LIVERPOOL	1
PARIS	0	BLACKBURN	1
NEGUYA	2	FC PORTO	4
JUVENTUS	1	ARSENAL	0
NEWCASTLE	3	BARCELONA	1
LAZIO	4	REAL MADRID	3
AJAX	0	TOTTENHAM	1
GALATASARAY	1	MAMELODI	1
RANGERS	0	SAMPDORIA	1
RIVER PLATE	1	ATLETICO MINEIRO	3
ARSENAL	0	MUNICH	1
PARIS	0	LIVERPOOL	1
AC MILAN	0	BLACKBURN	0
FC PORTO	1	LAZIO	2
BARCELONA	2	MANCHESTER	4
NEWCASTLE	1	NEGUYA	1
REAL MADRID	0	JUVENTUS	0
ATLETICO MINEIRO	4	AJAX	2
SAMPDORIA	1	GALATASARAY	1
MAMELODI	2	RANGERS	1
TOTTENHAM	2	RIVER PLATE	1
MUNICH	4	NEWCASTLE	1
LIVERPOOL	2	NEGUYA	1
JUVENTUS	2	BLACKBURN	1
BARCELONA	1	FC PORTO	0
MANCHESTER	1	LAZIO	1
AC MILAN	3	ARSENAL	0
PARIS	0	REAL MADRID	1
AJAX	0	SAMPDORIA	0
GALATASARAY	0	ATLETICO MINEIRO	3
RANGERS	0	TOTTENHAM	0
RIVER PLATE	3	MAMELODI	1
REAL MADRID	3	MUNICH	0
LAZIO	1	LIVERPOOL	3
BLACKBURN	1	BARCELONA	0
FC PORTO	2	AC MILAN	2
MANCHESTER	1	PARIS	1
NEGUYA	0	ARSENAL	2
NEWCASTLE	0	JUVENTUS	2
AJAX	0	MANCHESTER	0
ARSENAL	1	GALATASARAY	0
RANGERS	2	NEWCASTLE	1
RIVER PLATE	1	REAL MADRID	2
MAMELODI	0	MUNICH	2
LIVERPOOL	2	JUVENTUS	1
NEGUYA	0	BLACKBURN	2
PARIS	2	FC PORTO	1
TOTTENHAM	3	LAZIO	1
ATLETICO MINEIRO	1	BARCELONA	0
SAMPDORIA	1	AC MILAN	3
ARSENAL	0	AJAX	0
GALATASARAY	1	MANCHESTER	0
REAL MADRID	3	RANGERS	1
NEWCASTLE	3	RIVER PLATE	2
MUNICH	1	TOTTENHAM	1
BARCELONA	1	LIVERPOOL	1
LAZIO	0	BLACKBURN	1
JUVENTUS	1	FC PORTO	0
AC MILAN	6	MAMELODI	4
ATLETICO MINEIRO	5	NEGUYA	1
SAMPDORIA	0	PARIS	0
AJAX	1	NEWCASTLE	2
GALATASARAY	1	REAL MADRID	3
RANGERS	0	AC MILAN	2
RIVER PLATE	1	PARIS	2
MUNICH	6	NEGUYA	1
MAMELODI	1	LIVERPOOL	5
MANCHESTER	0	BLACKBURN	1
FC PORTO	0	ARSENAL	0
TOTTENHAM	1	JUVENTUS	1
LAZIO	2	ATLETICO MINEIRO	0
BARCELONA	0	SAMPDORIA	0
REAL MADRID	2	AJAX	0
NEWCASTLE	2	GALATASARAY	1
PARIS	1	RANGERS	0
AC MILAN	3	RIVER PLATE	1
JUVENTUS	1	MUNICH	0
LIVERPOOL	1	ATLETICO MINEIRO	0
BLACKBURN	0	ARSENAL	0
MANCHESTER	4	FC PORTO	0
NEGUYA	4	MAMELODI	1
TOTTENHAM	3	BARCELONA	0
SAMPDORIA	2	LAZIO	2
AJAX	2	AC MILAN	1
GALATASARAY	1	PARIS	4
RANGERS	0	MANCHESTER	1
ARSENAL	2	RIVER PLATE	0
MUNICH	3	LAZIO	1
LIVERPOOL	2	TOTTENHAM	0
BLACKBURN	2	SAMPDORIA	0
FC PORTO	2	NEWCASTLE	2
MAMELODI	1	BARCELONA	1
ATLETICO MINEIRO	1	JUVENTUS	1
NEGUYA	0	REAL MADRID	2
PARIS	0	AJAX	2
AC MILAN	5	GALATASARAY	0
ARSENAL	3	RANGERS	1
RIVER PLATE	2	JUVENTUS	1
BARCELONA	0	MUNICH	0
SAMPDORIA	0	LIVERPOOL	1
NEWCASTLE	0	BLACKBURN	2
REAL MADRID	2	FC PORTO	1
LAZIO	2	MAMELODI	1
TOTTENHAM	6	NEGUYA	1
MANCHESTER	1	ATLETICO MINEIRO	0
AJAX	3	NEGUYA	1
JUVENTUS	1	GALATASARAY	1
RANGERS	0	LAZIO	0
RIVER PLATE	0	BARCELONA	0
ATLETICO MINEIRO	0	MUNICH	1
LIVERPOOL	1	MANCHESTER	0
MAMELODI	0	BLACKBURN	2
FC PORTO	0	TOTTENHAM	1
ARSENAL	3	SAMPDORIA	1
PARIS	1	NEWCASTLE	0
AC MILAN	1	REAL MADRID	1
JUVENTUS	1	AJAX	0
GALATASARAY	2	NEGUYA	0
BARCELONA	2	RANGERS	0
LAZIO	3	RIVER PLATE	1
MUNICH	3	SAMPDORIA	1
LIVERPOOL	1	ARSENAL	0
BLACKBURN	1	REAL MADRID	0
ATLETICO MINEIRO	2	FC PORTO	0
MAMELODI	0	PARIS	2
NEWCASTLE	2	TOTTENHAM	3
MANCHESTER	0	AC MILAN	1
AJAX	1	LAZIO	2
GALATASARAY	3	BARCELONA	1
NEGUYA	0	RANGERS	2
RIVER PLATE	3	MANCHESTER	2
MUNICH	1	AC MILAN	0
NEWCASTLE	0	LIVERPOOL	1
BLACKBURN	1	ATLETICO MINEIRO	0
SAMPDORIA	2	FC PORTO	0
JUVENTUS	2	MAMELODI	1
REAL MADRID	0	TOTTENHAM	0
PARIS	0	ARSENAL	0
BARCELONA	3	AJAX	3
LAZIO	4	GALATASARAY	2
RANGERS	0	JUVENTUS	1
NEGUYA	1	RIVER PLATE	1
MUNICH	3	PARIS	3
REAL MADRID	0	LIVERPOOL	1
TOTTENHAM	0	BLACKBURN	1
FC PORTO	3	MAMELODI	0
ARSENAL	2	ATLETICO MINEIRO	0
MANCHESTER	2	SAMPDORIA	2
AC MILAN	0	NEWCASTLE	0

TEAM	PL	W	D	L	F	A	PTS
BAYERN MUNICH	42	24	8	10	76	49	56
MANCHESTER UTD	42	21	13	8	70	35	55
ARSENAL	42	19	16	7	62	38	54
LAZIO	42	21	12	9	75	51	54
ATLETICO MINEIRO	42	20	13	9	72	44	53
SAMPDORIA	42	21	11	10	72	45	53
BARCELONA	42	20	11	12	64	48	51
AJAX	42	17	14	11	68	49	48
AC MILAN	42	20	8	14	78	54	48
TOTTENHAM	42	17	13	12	63	49	47
RANGERS	42	20	7	15	58	47	47
REAL MADRID	42	16	12	14	66	47	44
PARIS ST. GERMAIN	42	14	15	13	59	60	43
JUVENTUS	42	14	11	17	50	63	39
BLACKBURN ROVERS	42	15	8	19	33	52	38
NEWCASTLE	42	13	12	17	51	61	38
LIVERPOOL	42	15	6	21	52	85	36
FC PORTO	42	8	14	20	40	59	30
RIVER PLATE	42	10	9	23	48	75	29
MAMELODI SUNDOWN	42	6	13	23	41	77	25
NEGUYA GREMPAS	42	6	5	31	46	110	17
GALATASARAY	42	4	9	29	45	92	17

RECOMMENDED

Aladdin

Publisher: Virgin
Issue Reviewed: November 1994
Amazing graphics in this platform conversion from the Disney movie. Shorter than some, but longer than your average magic carpet ride, Aladdin takes the Amiga by the scruff of the neck and bellows 'A Whole New World' in its face.


90%

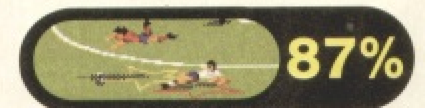
Cannon Fodder

Publisher: Virgin
Issue Reviewed: December 1993
War, according to those wacky Sensible boys, has never been so much fun, and we're inclined to agree. It might look like a simple run around and blast everything affair, but there's a surprising amount of strategy involved. In it.


91%

FIFA Int. Soccer

Publisher: Electronic Arts
Issue Reviewed: October 1994
FIFA's here at last and it's great! A bit slow maybe, and rather too much diskular swap foolery, but nevertheless a solid attempt at putting realism back into the beautiful game. FIFA is a totally different way of stringing the old onion-bag.


87%

James Pond 3

Publisher: Millennium
Issue Reviewed: June 1994
The third Pond platformer is huge. And fast. In operation Starfi5h Pond weighs in with a Connery of a performance to set against his Dalton in Robocod. OK, so there's less colour, but there is more character and more gameplay.


90%

AB Tower Assault

Publisher: Team 17
Issue Reviewed: January 1995
Team 17 is back on familiar territory with this, the sequel to the sequel that first established the company as one of Britain's leading Amiga developers. It's more of the same, but this time with some Towers in it.


85%

The Clue

Publisher: Black Legend
Issue Reviewed: September 1994
Become London's next Mr Big without ever leaving your room! Yes, The Clue is the proof that crime plays! From humble tea-leafery to bigger blagues wiv' shooters 'n' slags, you've got to stay one step ahead of the 'Filth'.


88%

Flink

Publisher: Psygnosis
Issue Reviewed: February 1995
Crisis cocks its leg on Fairyland as Top Crystals go awol from the four kingdoms. Luckily, that Flink is bounces across the level playing fields and puts pay to the evil Wainright with some spell-binding CD32 graphics! At a magical £14.99!


87%

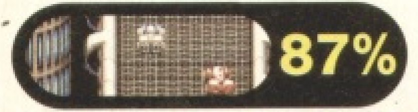
Jungle Strike

Publisher: Ocean
Issue Reviewed: December 1994
Helicopters galore, but not, it must be owned-up to, all that much jungle, in this the successor to Desert Strike. This is Comanche territory, so it may come as a surprise to learn that we can recommend it to you without reservation. (Doh!)


86%

ATR

Publisher: Team 17
Issue Reviewed: March 1995
All Terrain Racing is what you get in this tyre-shredding bumpathon with excitement-shaped knobs on. If you fancy sucking a Death Race 2000 meets Spaghetti Junction-flavoured gob-stopper, then ATR is one sweetie you'll savour.


87%

Crystal Dragon

Publisher: Black Legend
Issue Reviewed: December 1994
Good Lord, it's a tad expensive, but by crikey 'tis the best ever RPG in the sacred board game style, featuring dragons, er some crystal, and the usual gang of consonant-heavy characters stuck in a tricky situation with an evil wizard.


90%

Guardian

Publisher: Acid Software
Issue Reviewed: November 1994
What's this, an original CD32 game that's got oodles of playability? Yes, it's true!! Guardian is the game you've been waiting for. You are in space and have to shoot up baddies. It's like Defender in 3D, apparently.


88%

K240

Publisher: Gremlin
Issue Reviewed: May 1994
Populous with asteroids, that's what this is. Explore space to find some asteroids. Colonise 'em. Exploit 'em. Zap every alien in a race for galactic domination. Build fleets, trade things, mine stuff. Oh, how we loved it.


90%

Banshee

Publisher: Core
Issue Reviewed: July 1994
Banshee is a roller-coaster ride to hell. In a buzz-bird called Banshee. Test your trigger finger and powers of concentration in this Tora! Tora!-tastic one or two-player flight of fantasy er... blowing things to kingdom come.


89%

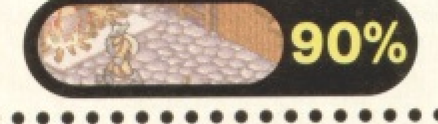
Dawn Patrol

Publisher: Empire
Issue Reviewed: April 1995
Action packed, as flight sims go, the third sortie for Rowan's impressive 3D engine is the easiest to fly and the most arcadey since KOTS. New pilots should start here, but only flight sim junkies will wish to own all Rowan's games.


81%

Heimdall 2

Publisher: Team 17
Issue Reviewed: December 1993
Heimdall 2 is great. It's got action, adventure and puzzle solving with a smattering of humour in all the right places. Blood, runes, orcs, magic, etc. and added love interest in the shape of the saucy Ursula. Phwaor!


90%

Kid Chaos

Publisher: Ocean
Issue Reviewed: August 1994
Crazy story, crazy game. The kid from the cretaceous age clubs through platforms like a T-Rex after a jet-propelled cow. It's parallax paradise, and the only game more satisfyingly violent than hitting a bank of stinging nettles with a big stick.


87%

Bubba 'n' Stix

Publisher: Core
Issue Reviewed: January 1994
More platformular near-perfection from Core with this beautifully programmed game. A bit on the brief side, but as original as a young white trash meets magic piece of wood, meets bad blobs in a tricky-situation-type of scenario can be.


91%

F1

Publisher: Domark
Issue Reviewed: February 1994
From the Frenchmen who brought you Vroom! comes the official F1 licence. Actually, c'est Vroom Deux, encore vite, but avec le fab two-player mode. F1 buffs might think it un peu unrealistique, mais for the arcade lover, c'est tres bon!


90%

Ishar 3

Publisher: Daze
Issue Reviewed: September 1994
Ishar's back and this time c'est trois! Wohratax the dragon is created Lord of Sith for being bad. More silly names and fanciful plot twists from our Froggy chums in this sequel to the sequel avec les knobs enorme, er... sur.


87%

Lemmings 3

Publisher: Psygnosis
Issue Reviewed: January 1995
There's an old Greenland saying that goes. "Once, there was Lemmings, then Lemmings 2 and now there is All New Lemmings, and not, as we previously suspected, Lemmings 3. But, hey, what's in a name." Bonkers eh?


89%

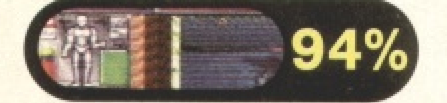
July! July! When eggshell skies are full of twinkling Pukka Pies! Their crusts are thick, their fillings steep, their voices rumble in the deep filled places of the North, like aery juggernauts reversing into streets that are really too narrow for them. Or maybe too hot.



Liberation: Cap. 2

Publisher: Mindscape
Issue Reviewed: December 1993

An atmospheric RPG with a sexy intro! Really shows off the capabilities of Commodore's CD32 to the full and nearly as nice on the A1200. Basically you have to find out what's going on in this big city where the robots have gone mad.



Pinball Illusions

Publisher: 21st Century
Issue Reviewed: January 1995

Fast and furious flipper-driven action for lovers of all things tilt-ilating and tabular. What else can you say? I don't want to mention the 'Babewatch' table again. This is a family magazine. Read any decent books lately anyone...?



Shadow Fighter

Publisher: Gremlin
Issue Reviewed: February 1995

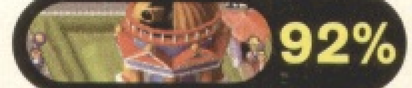
Umbered BEU-tification from Spaghetti Land, where running away from the fray is considered 'normale'. There are no white flags on this baby, though, as she crouches Streetfighter-ishly in the gloom and snarls: 'La donna è moblie'. Not half!

91%

Theme Park

Publisher: EA
Issue Reviewed: October 1994

Alton Towers, Alton Showers more like! Euro Disney, c'est Eurodismal! How do I know? Because I've licked Theme Park right down to the stick and tasted Sim heaven. What's more, I have sniffed the bottom line and it smells lovely.



Mortal Kombat II

Publisher: Acclaim
Issue Reviewed: January 1995

More MK, but with a classier look to go with the Roman numerals. Weird end-of-bout happenings to out-fox Mr. Snippy the Censor, but basically, hot as a pie baked in Hell's Kitchen and about twice as hard!



Putty Squad

Publisher: System 3
Issue Reviewed: August 1994

Putty Squad knocks several buckets of poo out of Putty. Thrill to 36 levels of squishy blue fun, which is more squishy blue fun than you can have a-squeezin' things in a policeman's trousers. Probably. Long-lasting platform fun.



Simon the Sorcerer

Publisher: AdventureSoft
Issue Reviewed: February 1994

The Brits at AdventureSoft take on the Yankee might of LucasArts and Sierra with this humorous graphic adventure — and lose. But only just. The interface just isn't as good. The puzzles are tough, but don't let that put you off.



Tower of Souls

Publisher: Black Legend
Issue Reviewed: June 1995

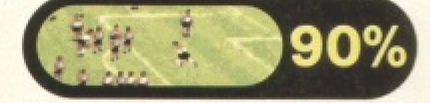
Plumbing the depths of ploppy RPG plottery, T.O.S features this bad bloke sucking the land dry and you running around turning on taps. Mercifully the game rises above this nonsense, like a golden eagle crapping on The Power Rangers.



On the Ball

Publisher: Daze
Issue Reviewed: September 1994

The only thing OTB lacks is Brian Moore. Fresh as a daisy and as deep as a devil's bit scabious, here's a footy management sim to wander through wearing a big shirt, to linger in and make a fragrant posy for your sweetheart with.



Roadkill

Publisher: Acid Software
Issue Reviewed: January 1995

'Don't go buzzing around in that car, killing people, you bugger!' No, it's not a gritty new ad campaign from the DOT but a warning against Roadkill, the game that puts death back into driving. Probably not Sponsored by BSM.



Skidmarks 2

Publisher: Acid Software
Issue Reviewed: April 1995

More isometric raceware that's a bit arse as a one player-game, but a real crowd pleaser when two or three are gathered together for a few laps. The introduction of cows allows us to say that in the beef stakes, Skids 2 is a big fat juicy rump.



UFO

Publisher: MicroProse
Issue Reviewed: December 1994

'Hello Planet Earth' say odd-looking blokes with frog-spawn guts. 'Eat lead you fiends from another world, you', replies Porky Pig. Not really. Save the planet, and that takes strategy, dosh and whole ice-cream scoops of death.



Out to Lunch

Publisher: Mindscape
Issue Reviewed: July 1994

His cupboard is bare, and so poor Pierre le Chef is on a tour around some exotic locations (er, apart from Switzerland) to re-stock his larder. Out to Lunch is a tasty platform patisserie with sprites that take the biscuit. And that's no word of a pie!



Ruff 'n' Tumble

Publisher: Renegade
Issue Reviewed: August 1994

Cute but curmudgeonly Ruff has lost his marbles, so that means mayhem in platformular mode for the likes of me 'n' thee. This game is like Michaelangelo's best pencil, because it's right at the sharp end of the platform renaissance.



Super Stardust

Publisher: Bloodhouse
Issue Reviewed: December 1994

Super Stardust, then. Or even the now-budgetular Stardust are the ultimate Asteroids clones. Their graphics kiss your eyeball repeatedly and whisper, 'Come with me Earthling, and I will show you the meaning of pleasure.'



NEW Virocop

Publisher: Renegade
Issue Reviewed: June 1995

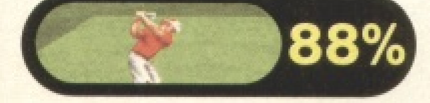
What's quite hard work and all shiny at the same time? A Graftgold game, of course! Aha-ha-ha. Viruses. A robot name of D.A.V.E. Dalek-table graphics and bags of killer weapons. What could be nicer? No, not even chips & gravy.



PGA Euro Tour

Publisher: Ocean
Issue Reviewed: December 1994

The best golf sim by about 440 yards, and bags more fun than the real thing, which is admittedly, not a very hard thing to be. Thanks to Ocean you and your friends need never touch Woosie's horrid Welsh niblick again. Hurrah!



The Settlers

Publisher: Blue Byte
Issue Reviewed: December 1993

Your typical god game, but this time with a medieval setting for your diminutive charges as they build things, do things and keep rivals at bay. Try leaving them at it all night and see what the little blighters have achieved by the morning.



SWOS

Publisher: Renegade
Issue Reviewed: January 1995

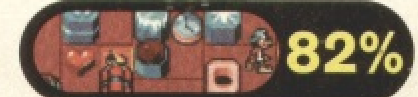
It's Sensi, Brian, but now it's a game of two halves! Tactics, transfers and injuries plus That Zambian League in full . Then, look out! Computer teams heading the ball and keepers with less butter on their gloves. The same, only different-er.



X-IT

Publisher: Psygnosis
Issue Reviewed: October 1994

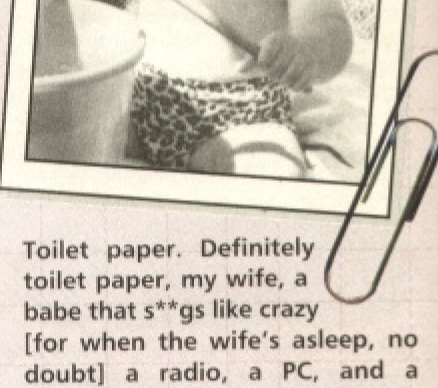
OK, which arse changed the title of this game? The top puzzler of '94 was Zonked!, now it's X-IT. Apparently, the new title is a clever play on words. Exit — XIT. See? I think the people who come up with these things are marvellous.



SMITH

THE ELIZA FILES

Yes, it's that time of the month when we roll open the filing cupboard; this time finding industry personality profile numbero six. Join Doktor Matford Von Broughton and his voluptuous assistant, Eliza, as they delve deep into the murky abyss...



Name: Keith John Smith

Age: 28

Home: Cambridge

Occupation: PR Manager, Millennium

So, Keith 'John' Smith then is it? Is that real? The John Smith bit?
Yeah. My dad's name was in fact John Smith, with the addition of the middle name Sidney. My mum's family were the St Quentins, so I'm actually descended from French aristocracy. [What a ponce!]

Blimey! Anyway, what do you do as PR Manager?
I communicate my company's message to all of its publics.

'It's publics'? What, like public hairs?
Well yes, it is a bit like public hairs. I've been publicly communicating with hair for about the last two and a bit years.

What do love most about your job, Keith?
Going home. I love the 'going home' bit.

I dread to ask, but what do you hate?
What I hate is the last hour, because it gets in the way of going home. It's like when you're at school, and you knew dinner time was coming up soon, and you just couldn't keep your mind on your trigonometry. Or your publics.

Tell us, Keith, how did you come to be at Millennium?
I begged for it. It's the best way of getting a job I find. It came from a contact in the video industry. Contact man, it's who you know, not what.

And what did you do, Keith, before Millennium?
I was publishing in the video industry. Dealing with retailers basically. I did that for two and a half years. I'd spent most of my adult life in the video industry. It was something I'd always wanted to be involved with. I love entertainment, me. That's me — Keith 'I love entertainment' Smith. [Christ!]

With 'John' in brackets as an option...
Er... quite

What did you want to be when you grew up?
I wanted to be a forest ranger. I wanted to help small animals and trees.

What was it exactly that drew you to loving small animals and trees?
I had no friends, and so the trees were my friends. It was because I lived in the countryside so I wanted to get into it a bit more. Plus I had my *I-Spy* book of trees as well, which was incredibly handy. I've still yet to tick off Canadian Spruce though. It's one of my ambitions. To meet a Canadian Spruce. And make friends with it.

Interesting hobbies?
Music. I like a-singing and a-writing. [I said 'interesting'...]

And have you found an outlet for these talents (apart from stuffing them in Millennium games)?
Er... apart from bleeding all over Millennium's titles, no, nothing really. I have a keyboard and everything, so I tend to play with my organ at home.

Boom boom! Mister Keith 'I love entertainment' Smith strikes again!
Thanks, mate. I've been doing music since before I had hair.

And how is the hair situation?
It's alright actually. There's no beard, but the hair's still long, although there's possibly a big shaving soon.

No! But having achieved so much, what is Keith 'entertainment' Smith (John) left wanting for?
To live in a different country. To move from England to the west coast of Ireland, because it is possibly the most beautiful part of the world. Although there are not that many trees. Fortunately, there are lots of small plants I could bully.

So, apart from wanting to meet a Canadian Spruce, what do you wish for? World peace?
Religion to take a back seat in favour of people growing up, not living in the Dark Ages, and — most importantly — for blokes to stop wearing skirts. Wise up.

Which one of The Beatles would you be, and why?
I'd like to think that I'd be John Lennon. [Dead then?] Yeah, with six bullets in my head. I'm sure he was a really nice bloke. And he wrote Fame with David Bowie.

Ah. Right. Favourite drink?
My favourite drink right now is iced tea. (What a ponce! — Haz.) We've got a deli down the road that sells it by the bucket.

Hmm, you want to watch out for all that tannin. It's bad for you.
Yes, but so is making friends, yet you hardly batted an eyelid when I mentioned that.

True. I was displaying teaism — picking on tea for no reason. Do you fancy Kylie more than Dannii?
Good subject change. Er... no. I prefer Dannii. She's more womanly — there's more 'woman' to her. [Are you saying she's fat?] No.

Excellent. What five things would you take on a desert island?
Toilet paper. Definitely toilet paper, my wife, a babe that s**gs like crazy [for when the wife's asleep, no doubt] a radio, a PC, and a modem.

Well that's six things really. You'll have to lose something. The wife or the modem?
Take the wife back.

A man with priorities, I see. What's the closest to death you've ever come?
Quite a few times actually. I nearly fell over a weir rescuing some oars during a boating holiday. Or, better than that, I nearly died in a fire. The flat beneath me caught fire and I was trapped upstairs. I got out by holding my breath and running through the smoke. I did everything you're not supposed to do.

Why, did you cover yourself in petrol?
No. Safety first. I suppose if you want to be picky, no, I didn't do EVERYTHING you're not supposed to do.

And why do the stars keep on shining?
That's the light that is. Light makes them shine.

And finally, how many hands am I holding up?
None.

No. Two, in fact. You couldn't have been more wrong. Still, never mind, here's Eliza...

SMITH

CASE NOTES 006

Eliza is a groovy bit of software that simulates an open-ended psycho-analytical interview based upon Freudian studies. Come on down Keith 'entertainment' Smith.

HELLO. MY NAME IS ELIZA. WHAT'S YOURS?
Keith Farquaharson - Smythe

ALRIGHT, KEITH, WHAT WOULD YOU LIKE TO TALK ABOUT TODAY?
I don't know, I'm only here to talk to C&VG

DO YOU THINK IT IS NORMAL TO BE ONLY HERE TO TALK TO C&VG?
As normal as a formula 1 Polar Bear.

WHAT DOES THAT SUGGEST TO YOU?
That the driver's seats are getting bigger.

I'M NOT SURE I UNDERSTAND YOU FULLY.
Neither am I

DON'T YOU THINK YOU ARE?
Are you being dumb?

WHAT WOULD YOU DO IF YOU WERE A GENIUS, KEITH?
What do you mean IF? I'd like to teach the world to sing..

WHAT WOULD YOU THINK IF I DID MEAN IF SOMETHING?
Interference.....

PLEASE GO ON.
Breaking up...can't hold on..

WHAT MAKES YOU SAY THAT?
Terminal factoring

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
It's a little-known method of confusion. Take an argument and break it down into such small components, that the other person gives up or expires.

WHY DON'T YOU ELABORATE ON THAT, KEITH.
It depends what you mean by "That" (see what I mean)

SURPRISINGLY, I MEAN BY "THAT" (SEE WHAT YOU MEAN).
You're beginning to crack

OH, I AM BEGINNING TO CRACK?
I said beginning. It could take some time.

YOU SAID BEGINNING?
Correct.

WHY DON'T YOU TRY TO RELAX.
If only you knew how many drugs I have to take to even approach a relative state of relaxation.

WHY IS THAT, KEITH?
Bad Coke.

BAD COKE?
I'd like to teach the world to sing.

ALRIGHT, CAN YOU TELL ME MORE.
In perfect harmony.

WHAT DOES THAT SUGGEST TO YOU?
Pure self gratification

I'M NOT SURE I UNDERSTAND YOU FULLY.
You wouldn't. You're not programmed to understand selfishness.

IT APPEARS THAT WE ARE ALIKE IN MANY WAYS.
No. I have longer hair than you. And ears.

I WISH I COULD UNDERSTAND YOUR NEGATIVE MOOD.
No you don't.

I FEEL THAT WE SHOULD BE DISCUSSING YOU, NOT ME!
I only matter to a small circle of people. You on the other hand have world-wide importance.

PLEASE GO ON.
I have a theory that we should all cut down on our pork rind and get some exercise.

DO YOU KNOW ANYONE ELSE WHO HAS A THEORY THAT WE SHOULD ALL CUT DOWN ON OUR PORK RIND AND GET SOME EXERCISE?
Phil Daniels.

WHAT MAKES YOU SAY THAT?
Blur.

VERY INTERESTING, CAN YOU PROVIDE MORE DETAILS?
Born 20/07/66 Woolwich, London.

WHY DON'T YOU ELABORATE ON THAT, KEITH.
I have to go.....

I SEE YOUR POINT.
I wasn't aware that I had one.

WERE YOU OFTEN NT AWARE THAT YOU HAD ONE?
No, I'm sorry, you're just being silly now.

OBVIOUSLY, YOU WOULD ALSO LIKE TO BE JUST BEING SILLY NOW.
You're not wrong. Bleeerg! ARRRGGGG! See, that's pretty silly isn't it.

DO YOU SECRETLY WISH THAT YOU ARE ALSO NOT WRONG?
I quite openly wish I wasn't wrong. All the time.

WHAT TURNS YOU ON?
Now there's asking. Cunning use of ice cubes is a fairly sure-fire way of getting me going.

DOES SEX PLAY A BIG PART IN YOUR LIFE?
Indeed it does.

I'M NOT SURE I UNDERSTAND YOU FULLY.
Well, remember your questions? YES is the answer to it. Comprende?

I THINK YOU ALSO HAVE ONE, KEITH.
Well if sex plays a big part, I must have one (nice euphemism incidentally!)

YOU MUST HAVE ONE (NICE EUPHEMISM INCIDENTALLY)?
Yes, as previously established, I've got 'ONE'.

WHAT MAKES YOU SAY THAT?
Mi pants du contents.

WHY WOULD YOU SAY I KNOW?
Well, you're an experienced lady aren't you?

OH, I AM AN EXPERIENCED LADY AREN'T ME?
Well, I would imagine so. You are always going on about Sex.

THAT'S ENOUGH FOR TODAY.
GOOD BYE.
Doh!

And that's it for yet another issue. Don't miss next month's file, when someone quite great will say something really quite clever. Probably.

FILE CLOSED

AUSTRALIA

PEARL BEACH

VISITORS BOOK

We hope you enjoyed your stay at The One and invite your comments on our cottage. Please feel free to copy down the names and addresses of anyone revoltingly smug and self-important enough to bother writing in this book and draw your attention to our Precision Bombing Winter Breaks.

My sister and I really enjoyed our stay at The One. The countryside is so lovely at this time of year and the locals really made us feel welcome. Please pass on our special thanks to Mr Nuttall at number 16 for the cannabis resin. It was a real treat and such good value too! We can thoroughly recommend the Landlord of The Tumble Drier at Dothey Eckerslyke to lovers of Stiff Little Fingers and hope to be back in time for the Super Street Fighter 2 Gymkhana.

What a fabulous holiday cottage and what super neighbours! It makes such a change to get away from the rat race for a bit and relax. Please thank Mr Nuttall for the Ecstasy tabs — they were an absolute godsend! I have replaced the hookah in the second bedroom as it seemed to have been used to make treacle toffee. Will be back for the Sensible Golf tournament!

My Sister and I were overjoyed to discover that absolutely nothing had changed at The One since our last visit, though somebody had found our stash and removed it from the hookah in the spare bedroom. Luckily Mr Nuttall came up trumps with some Red Leb. What a poppet! Muriel has left a few scones for the next occupants as I am sick to death of them. Hope to be back for the summer Tiny Troops Pickled Onion races!

We love coming back to The One and relish the chance to explore your beautifully unspoilt parts. This time we finally got around to seeing Broughton's Column, isn't it huge! We had to call Mr Nuttall in to remove some scones which some idiot had hidden in the cistern — but we all laughed about it later at the Naturist Black Mass.

After a frantic journey we were horrified to discover what looked like a severed goats head lying in the bath. We called Mr Nuttall, who explained that it was nothing more sinister than a big spider. Muriel has been baking again and Mr Nuttall has become a regular visitor to the cottage for helpings of jelly roll. I have been hill-walking again and I must say I had forgotten what a pointless waste of bloody time it is! Thankfully Mr Nuttall was on hand with his needle, a spoon and some much-needed smack! We can recommend the sheep at Arsely.

We were lucky to arrive during X-COM: Terror of The Deep Week. Isn't it a shame that local traditions like this are dying out. Mysteriously somebody seems to have bent all the desert spoons! I wonder if Uri Geller has been staying here! Aha-ha-ha! Mr Nuttall swears that it is the fairies what do it. What an amusing character he is! Always ready with a joke. Or something. Else. The dykes at Cleavage are well worth the trip!

What a shame it was to return to your lovely cottage only to discover that sweet old Mr Nuttall has had to go away. Muriel is most upset. How shall we manage without his hilarious Freddy Parrot-Face Davies impersonations and cheery hair. The weather as been dreadful this time, it is almost as if the sky wept for poor Mrs Nuttall and her little tufted duck. We loved the black-marble altar in the cellar, though. Muriel was particularly taken with the thickness of the candles and the bestial wall hangings.

PRIORITY ORDER

Please reserve me a regular copy of The One. I am/am not interested in staying in a grotty holiday cottage in the Dales when I could be cavorting with Cretan nymphs in the Med.

NAME:..............................

ADDRESS:..............................

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